

CATIE JONES

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EXPERIENCE

VR Technical Game Designer

Lam Research

Tualatin, OR Jan 2025 - June 2025

- Design and implement interactive VR training sims.
- Modify and animate complex 3D CAD models of semiconductor manufacturing equipment.
- Create user tools for VR development.
- Manage VR classroom equipment and troubleshoot issues across local and global training centers.

VFX Virtual Production TD

LAIKA Studios

Hillsboro, OR Jan 2023 - Dec 2024

- Direct Unreal Engine stage operations, managing LED wall, virtual camera, and motion capture shoots.
- Develop and optimize 3D character Control Rigs, real-time IK retargeting, and in-engine tools.
- Stage 3D environments, lighting, cameras, and VFX animations in Unreal Sequencer to finalize previs shots, matching storyboards.
- Mentor team members via hands-on training, troubleshooting, and technical documentation.

Virtual Production / Motion Capture Technician

Wevr

Burbank, CA Jan 2022 - Dec 2022

- Directed motion capture calibration and performance capture sessions, using LiveLink and MetaHuman character rigging for real-time visualization.
- Maintained inertia mocap hardware, suits, pipeline, and motion library.
- Created, optimized, and implemented 3D previs assets, dynamically adjusting real-time elements.
- Designed, developed, and tested VR game prototypes.

Virtual Production Artist

Silver Spoon

Manhattan Beach, CA Oct 2021 - Dec 2021

- Managed on set virtual camera tracking, optimized assets, and aligned virtual sets with real-world counterparts for live-action production.
- Adjusted real-time shot elements, including animation, color keying, cameras, and lighting.

Motion Capture Stage Technician

Wave XR

Los Angeles, CA Dec 2020 - Oct 2021

- Directed facial / body calibration and performance capture sessions for live musical talent, also managing live-stream broadcasts of interactive virtual concerts.

Junior Motion Capture Animator

2K Games

Petaluma, CA Jan 2020 - Dec 2020

- Clean, solve, and retarget mocap character and prop data for gameplay and cinematics, contributing to the success of three AAA games.

Creative Technology & Support Specialist

USC School of Cinematic Arts

Los Angeles, CA Jan 2017 - May 2019

- Provided efficient dispatch, troubleshooting, and solutions for urgent classroom A/V, IT, and mocap equipment technical issues.

PROJECTS

- **Wildwood** - Virtual Production TD, 2023 - 2025
- **Wevr Virtual Studio (WVS)** - Mocap Tech, 2021 - 2022
- **The Mandalorian: S3** - Virtual Production Artist, 2021
- **Justin Bieber: An Interactive Virtual Experience, PentaKill: An Interactive Album Experience, Dillon Francis: Total Fiasco Virtual Concert, Beatport: BEYOND Virtual DJ Series, Alison Wonderland: Wonderverse** - Mocap Stage Technician, 2020 - 2021
- **WWE 2K22, NBA 2K21** - Jr. Mocap Animator, 2020
- **BeachcomberVR** - Game Director, 2018 - 2020
 - * Official Selection of Indie Prize, ICXR Festival, USC Games Expo, IndieCade Game Tasting, 2019

EDUCATION

MFA, Interactive Media & Game Design

USC School of Cinematic Arts, 2016 - 2019

BFA, Animation

Massachusetts College of Art and Design, 2009 - 2013

SKILLS

Unreal Engine 5, (Blueprints, Sequencer, LiveLink), Autodesk Maya, MotionBuilder, ShotGrid (Flow), Vicon, OptiTrack, Motive, Xsens, Blender, Unity, C#, C++, Python, JavaScript, MEL, Adobe Photoshop, Premiere, After Effects, AR, VR, MR, XR, Perforce, Git, GitHub, AWS, ICFX, Agile, Scrum, Linux, Microsoft Windows, Mac OSX, Office, Word, Excel, Google Suite