

CATIE JONES

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EXPERIENCE

Virtual Production TD

LAIKA

Hillsboro, OR Jan 2023 - present

- Direct Unreal Engine stage operations, managing LED volume, simulcam, vcam, and motion capture shoots.
- Develop and optimize 3D character Control Rigs, real-time IK retargeting, and in-engine tools to enhance asset performance and streamline animation pipelines.
- Stage 3D environments, lighting, cameras, and animations in Unreal Sequencer to finalize previs shots, matching storyboards.
- Mentor team members through hands-on training, troubleshooting, and technical documentation to improve productivity.

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 mocap 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 virtual camera tracking, optimized assets, and aligned virtual sets with real-world equivalents onset for a live-action production.
- Adjusted real-time shot elements, including animation, color keying, cameras, and lighting, to meet the creative needs of the Director and DOP.

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, managing live-stream broadcasts of interactive virtual concerts.
- Oversaw tracking of the studio's digital assets, media files, tasks, and issues, collaborating with engineering to ensure fixes and smooth project workflows.

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 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** - Jr. Mocap Animator, 2020
- **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
- **Cardamom: An Interactive Musical** - Art Director, 2017
 - * Official Selection of IndieCade, Indie Prize, 2017

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, C++ (Blueprints, Sequencer, LiveLink), Vicon, Xsens, OptiTrack, Motive, Autodesk Maya, MotionBuilder, ShotGrid (Flow), Houdini, Unity, C#, Python, MEL, Adobe Creative Suite, Photoshop, After Effects, AR, VR, XR, Perforce, Git, GitHub, AWS, ICFX, Agile, Scrum, Confluence, Jira, Linux, Mac OSX, Microsoft Windows, Office, Word, PowerPoint, Excel