

Anthony Tso

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Experience:

Gameplay Animator - Nant Games, Jan 2021 - Present

- Directed, storyboarded, pitched, previz'd and animated the intro cinematic for our first title, "Mythwalker".
- Responsible for gameplay animation, creation of state machines and helped develop all in-game camera systems.
- Worked on bipedal humanoid creatures, 4-legged animals, flying creatures and props.

Visual Effects Designer - Walt Disney Imagineering, Feb 2018 – Dec 2020

- Responsible for ride vehicle animation for "Zootopia: Hot Pursuit". Provided additional previz.
- Worked with a team of Imagineers to balance the needs of effective storytelling while maximizing rider throughput. Prioritized rider safety above all.

Previz Artist - Proof Inc., Apr 2016 – Feb 2018

- Animated cameras and characters on "Fast & Furious 8", "Predator", "Shazam!" and "Aquaman".

Animator - Naughty Dog Inc. through Yoh, Sept 2015 – Mar 2016

- Responsibilities included mocap cleanup, keyframe animation and camera animation for in-game cutscenes on "Uncharted 4: A Thief's End".
- Assisted with setup and direction of mocap shoots.

Previz Artist - The Cavalry FX, Feb 2015 – May 2015

- Camera and character animation, light modeling, and texturing on "Fantastic Four(2015)".

Production Artist - Apple Inc. through Schawk!, Mar 2014 – Jan 2015

- Created 2d/3d assets, vector illustrations and retouched photos for use in marketing campaigns.
- Worked primarily on the iPhone 6 and first generation Apple Watch projects.

Cinematic Artist - Telltale Games, Sept 2013 – Mar 2014

- Responsibilities include previz, camera animation, and constructing performances and cinematic sequences from a library of generic animations.
- Projects included "The Walking Dead: Season Two" and "The Wolf Among Us".

Camera Layout Artist - Sony Computer Entertainment America, Apr 2013 – July 2013

- Contracted through Yoh, responsible for character staging and camera animation for "Knack".

Camera Layout Artist - Rhythm & Hues, Sept 2010 – Mar 2013

- Rough Layout and Final Layout on "R.I.P.D", "Hop", "Alvin and the Chipmunks 3: Chipwrecked", "Big Miracle" and "Life of Pi". Also experienced with 3d stereoscopic workflow.
- Provided pipeline support for animators and managed assets on above mentioned shows.

Shot Creator - The Third Floor Inc, June 2010 – July 2010

- Previz'd scenes from rough storyboards for "Jack the Giant Killer" and "Fright Night".

Education:

Ringling College of Art + Design, Sarasota, FL. BFA in Computer Animation – May 2009 Graduate

Software:

Autodesk Maya, Unity, Photoshop, Procreate, Motionbuilder, After Effects, Premiere, Windows, OS X, Linux

Skills:

Layout/Previz, Cinematography, Animation, Lighting, Modeling, Rigging. Knowledgeable in all stages of production as well as having an understanding of practical sets, mocap and effects.

Awards and Achievements:

- Contributed to the team of artists at Rhythm & Hues to win the 2013 Academy Awards for Special Achievement in Cinematography and for Special Achievement in Visual Effects for “Life of Pi”.
- Contributed to winning a BAFTA for Best Game of 2017 for “Uncharted 4: A Thief’s End”.

Other Notable Experience:

- Volunteered at Children’s Hospital Los Angeles
- Hobbyist photographer and travel geek
- Co-hosted a podcast on Twitch discussing all things gaming