**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 animationfor “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