



THOMAS JAMES H-W

B.A (Hons)
Technical, Mocap and Hand-keyed Animation

Links



www.cyresto.com



in/thomas-humphries-wright-
3149501a3/

Primary Software

Autodesk Maya

Unreal Engine 4/5

Visual Studio

Professional Summary

Passionate and driven game developer specialising in all areas of animation, with 6 years of industry experience and proficiencies in a myriad of softwares including industry staples such as Maya, Visual Studio and Unreal Engine. Proven ability to adhere to deadlines both self-set and assigned, and ability to perform and deliver even under pressure. A talent for visual scripting- able to take pre-existing- even outdated- systems and further develop, document and maintain them. Equally capable creating all-new systems and frameworks, with 8 years of UE experience fuelling the production of future-proof, scalable results. Experience working in-office, remote and hybrid with a general knowledge and earnest interest in the entire game development pipeline that proves useful in assisting at all points of a project.

Experience

Senior Technical Animator (Sea of Thieves/Everwild) / Rare

Q2 2025 - Present

Responsible for bugfixes as well as creating, documenting and maintaining animation frameworks and systems. Additionally developed a number of in-engine tools for marketing & animation.

Animation Assistance (Fable) / Playground Games

Q2 2025 - Q1 2026

(Subcontracted while at Rare)
Responsible for cleaning mocap data, modifying animations for clothing, and constructing NPC animation sets using mocap data within Maya and MotionBuilder.

Animator (Wardogs) / Bulkhead

Q1 2024 - Q1 2025

Responsible for authoring new military animation assets for third-person, alongside engine implementation via asset creation and integrating into systems.

Animator (Tech & Art) (GunJam) / Jaw Drop Games

Q2 2021 - Q3 2023

Sole animator responsible for all aspects of technical and conventional animation-rigging, authoring animations, and implementation into engine.

BA (Hons) Computer Games Animation / Staffordshire University

Q3 2017 - Q2 2020

Awarded a first class degree, alongside placing 1st in 'Animation' and 2nd in 'Games Animation' in the GVE summer showcase 2020.

Location and Contact

Currently situated in Brighton, UK.
Open to remote/office/hybrid work and eventual relocation, including international.

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