

Nikki Christie

Senior Technical/Facial Animator

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PROFESSIONAL OVERVIEW

CG animator with a passion for bringing characters to life. 12 years studio experience across animation/ rigging/ technical animation within games, cinematics and feature animation. Currently pursuing a specialism in facial performance and technical animation.

WORK EXPERIENCE

SENIOR TECHNICAL ANIMATOR | Ninja Theory Ltd.

June 2023 – PRESENT

Responsible for the Facial Animation team and pipeline on *Hellblade 2: Senua's Saga (2024)* and *Senua (unreleased)*

- Developed robust animation toolsets in Python for use in Maya and Unreal Engine.
- Attended and directed actor FACS scan and facial mocap sessions.
- Involved in the creation and implementation of custom Metahuman facial rigs.
- Facial animator (both mocap clean-up and hand-keyed)
- Reviewing shots/giving feedback, training/mentoring junior artists
- Supported the wider Technical Animation team with non-facial tasks (Blueprints, gameplay systems etc)
- Creation and maintenance of documentation (tools, training, pipeline etc)
- Scheduling and task management (primarily using spreadsheets, Shotgrid/Flow and Jira)

TECHNICAL ANIMATOR | Epic Games Animation UK (Cubic Motion)

MAR 2020 – FEB 2023

All live projects including: *Metahuman Animator*, *Star Wars: Jedi Survivor*, *Fortnite: Zero Crisis Story Cinematic*

- Acted as a bridge between the facial animation team and the pipeline/wider dev team.
- Developed and maintained internal animation toolsets in Maya/UE
- Day to Day troubleshooting/ad hoc script creation for the animation team.
- Set-up of working files and implementation of client rigs/data conversions
- Facial solver training (Metahuman Animator development)

LEAD FACIAL ANIMATOR | Epic Games Animation UK (Cubic Motion)

APR 2018 – MAR 2020

Projects: *Man of Medan (Supermassive Games)*

- Set and maintain the quality standard for a team of animators.
- Setting-up and reviewing the team's shots.
- Training and mentoring junior animators.
- Final quality control across all shots.

The Witches- Warner Bros, *Mirage live at The Game Awards - Apex Legends*, *Akali Interview - LOL Pro League Finals*

- Responsible for all animation used to train the facial solvers for the CG characters. These solvers were used for real-time pre-vis on-set and the resulting animation data then used as a starting point for animation clean-up.

RIGGING TD | Axis Studios (Axis Animation, Flaunt Productions)

JAN 2017 – APR 2018

VARIOUS ROLES (Freelance) | Axis Studios (Axis Animation, Flaunt Productions)

JAN 2014 – DEC 2017

Rigging TD | Technical Animation Support | Junior Rigger | Studio Support | Render Wrangler | CGI Intern: Rigging

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EDUCATION

Bachelor of Arts (Hons), Animation and Electronic Media | DJCAD, University of Dundee

Graduated: 2013

SOFTWARE/APPLICATIONS

AUTODESK MAYA

- python/MEL scripting/tool creation
- keyframe/mocap clean-up animation
- character rigging (humanoid + creature)
- HIK
- vehicle rigging
- environment rigging
- camera set-up
- scene layout
- Metahuman for Maya
- Animbot
- mGear
- ngSkinTools

UNREAL ENGINE

- custom editor tools (python/widgets)
- keyframe/mocap clean-up animation
- procedural animation
- anim retargeting
- sequencer
- blueprints
- control rig
- Metahuman Creator
- Metahuman Editor
- Metahuman Animator
- LiveLink

ADDITIONAL EXPERIENCE IN:

DCC:
Motionbuilder
Blender

Engine:
Unity

Code:
Python

Task Management:
Autodesk Flow
(Shotgrid/Shotgun)
Jira
Perforce
SVN
Github
Azure
Microsoft Office Suite
Google Apps

PROJECTS

DEV TEAM: SENUA (trailer) | Hellblade 2: Senua's Saga | Metahuman Animator

OUTSOURCER:

Star Wars: Jedi Survivor (Respawn Entertainment) | Fortnite: Zero Crisis Story Cinematic | Man of Medan (Supermassive Games) | Lone Echo 2 (Ready at Dawn) | The Witches (Robert Zemekis, Warner Bros) | Mirage live at The Game Awards - Apex Legends (The Mill) | Akali Interview - League of Legends Pro League Finals (Riot Games) | The Quiet Man (Human Head Studios) | Call of Duty Black Ops 4 (Treyarch) | Marvel's Spider-Man (Insomniac Games) | The Inpatient (Supermassive Games) | Bravo Team (Supermassive Games) | Hidden Agenda (Supermassive Games) | Lone Echo (Ready at Dawn) | Star Citizen: Squadron 42 (Cloud Imperium) | Assassin's Creed: Identity (Trailer for Ubisoft) | Horizon Zero Dawn (Trailer for Guerrilla Games) | Crackdown: Xbox One (Trailer for Sumo Digital) | Dead Island 2 (Trailer for Dambuster Studios)

FEATURE ANIM: Welcome to Monster High | Monster High- Electrified (Flaunt/Axis Productions)