RICHARD PANHOLZER

SENIOR ANIMATOR II

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ABOUT ME

Senior Animator with 20+ years in AAA game development, expert in mocap and keyframe for 1st/3rd person characters and creatures. Highly proficient in Maya, MotionBuilder, and Unreal Engine, bringing nuanced AI, NPCs, and worlds to life. Eager to contribute my experience and passion to your team and help elevate your projects.

SKILLS

- UNREAL ENGINE
- MOTIONBUILDER
- MAYA
- UNITY
- ADOBE PREMIER
- ADOBE PHOTOSHOP

LINKS

Cinematic Reel:
https://youtu.be/J3WdZFZKyKM

Game Reel:
https://youtu.be/dQqozs0hNbQ

LinkedIn:
https://www.linkedin.com/in/richard-panholzer-8215b81/

Art:
https://bacchus.artstation.com/projects/OGZE58

LANGUAGES

- ENGLISH
- GERMAN

PERSONAL DETAILS

Nationality
Canadian/Austrian

WORK EXPERIENCE

YAGER DEVELOPMENT GMBH
Warsaw & Berlin
2013 - Present

Senior Animator II

- Dune: Awakening, The Cycle: Frontier, and Dead Island 2 across both 1st- and 3rd-person perspectives animated characters and creatures
- Created and refined motion capture animations for human characters, ensuring believable movement, performance, and integration into gameplay
- Produced keyframe animations for human and creature rigs, focusing on clear silhouettes, weight, and responsiveness in-game
- Polished animation cycles and transitions to improve visual quality and player feedback in both 1st- and 3rd-person views

UBISOFT
Annecy/France
2018 - 2019

Senior Animator

- The Division 2, created high-quality NPC mocap animations for ensuring fluid, believable character movement
- Cleaned up and refined motion capture data to align with gameplay requirements and animation standards
- Collaborated with designers and programmers to integrate NPC animations smoothly into the game engine
- Adapted animations to support varied NPC behaviors, combat interactions, and in-game scenarios

AVALANCHE STUDIOS
Stockholm/Sweden
2017 - 2018

Senior Animator

- Rage 2, AI mocap animations
- Create complex character and creature animations using keyframe and/or motion capture refinement workflows

SANDBOX INTERACTIVE
Berlin/Germany
2015 - 2017

Senior Animator

- Albion Online, created keyframe animations for human characters and creatures for , ensuring fluid movement and strong character appeal
- Developed animation cycles (idle, movement, combat and interactions) aligned with the game's art direction and technical constraints
- Collaborated with designers and artists to translate gameplay needs into readable, responsive character animations
- Optimized keyframe animations for in-game implementation, supporting smooth integration into the existing animation pipeline

ELECTRONIC ARTS
Vancouver/Canada
2012 - 2013

Senior Animator

- Plants vs. Zombies: Garden Warfare, created high-quality keyframe animations for human characters and fantasy creatures for
- Developed expressive character performances that supported gameplay, readability, and visual storytelling
- Collaborated with designers and artists to ensure animations matched game style, character personality, and technical constraints
- Refined animations through iteration and feedback to improve fluidity, timing, and appeal for in-game use

RELIC ENTERTAINMENT
Vancouver/Canada
2004 - 2011

Senior Animator

- Space Marine, Dark Millennium Online, Dawn of War 2, Company of Heroes: Opposing Fronts, Warhammer: Dark Crusade, The Outfit, and Company of Heroes, created high-quality keyframe character animations for multiple AAA titles, including Developed character movement, combat, and interaction animations using keyframe techniques to support gameplay, cinematics, and in-engine sequences
- Collaborated with designers, modelers, and technical animators to ensure animations matched gameplay needs and technical constraints across all listed projects
- Maintained stylistic and visual consistency of animations within each game's artistic direction and universe, from realistic war settings to sci-fi and fantasy worlds
- Iterated on animation feedback from art leads and directors to refine motion quality, readability, and responsiveness for the titles listed above
- Prepared and organized animation assets for integration into the game engine, ensuring clean keyframe data and compatibility with existing rigs and pipelines

FEATURE FILMS

Animator

- 2018 Batelion Feature Film: Wildling
- Responsible for keyframe for human and creature animations with high realism
- 1999 Dreamworks Feature Film: The Road to Eldorado
- Responsible for final line animation

EDUCATION

SHERIDAN COLLEGE
Toronto/Canada
1998

Higher National Certificate

- Coursework in Anatomy for Animators
- Covered anatomical structures and terminology of the human body
- Complemented by extensive life drawing practice

VANCOUVER INSTITUTE OF MEDIA ARTS
Vancouver/Canada
1998

Higher National Certificate

- One-year 2D Animation Certificate
- One-year 3D Animation Certificate

UNIVERSITY OF WESTERN ONTARIO
London/Canada
1997

Bachelor of Arts

Bachelors degree in Visual Arts