Steph Pettit

technical animator

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Profile

A game developer with 10 years' experience working in the technical animation and art field within educational, indie, and AAA spaces. Brings a unique perspective having worked on everything from legacy AAA titles and licensed IP to indie alt-ctrl and teaching the mocap stage to engine pipeline in a university.

SHIPPED TITLES

Metroid Prime 4: Beyond, Justice League: Cosmic Chaos, The Addams Family: Mansion Mayhem, Ben 10: Power Trip, We Bare Bears: Food Truck Rush VR

SKILLS

- Maya
- MGear
- Unity
- Unreal
- Motion Builder
- Motion Capture (stage/in suit)
- Python/PyQT
- C#
- Shaders (HLSL/shader graph)
- Perforce
- Jira
- Flow

Experience

RETRO STUDIOS — *Technical Animator*

2022 - 2025

- Provided rigging solutions that support achieving the visual targets for character and creature performances
- Implemented skinning and joint layout
- Handled rig revisions, re-targeting and batching of animation
- Supported character data setup
- Learned animator workflows and provided technical support for the efficient production of high-quality animation
- Gave feedback to artists on topology and anatomy to get quality deformations
- Participated in development of software tools and scripts that enhance and streamline the creation of art and animation
- Facilitated a growing cinematics department to create high-quality cinematics

PHL Collective — *Technical Animator*

2017 - 2022

- Created and maintained character rigs for licensed characters to meet client visual targets
- Worked with artists to create animation/particle/shader effects for character transformation sequences
- Worked with programmers to create full-body VR IK systems in a multiplayer game
- Created pipeline tools in Python and C#
- Created systems for generating NPCs in engine reusing one rig

Drexel University — *Adjunct Professor*

2014 - 2018

- Developed syllabus and course material for motion capture course focused on creating game-ready animation assets
- Installed and maintained Vantage V5 cameras and set up mobile MX camera system
- Built a facial capture helmet and added FaceWare solved data to Vicon data in Maya