

NICHOLAS SECCONDRO



TECHNICAL ANIMATOR
3D ARTIST
GAME DEVELOPER

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Skills

- Real-time 3D Asset Rigging
- Real-time 3D Animation
- Unreal Engine 5 Anim Tech: AnimBPs, Control Rig, etc.
- Programming
- DCC Animation Pipeline Development Using: Python, MEL, and PySide/Qt GUIs
- Animated Asset Optimization
- Motion Capture

Software & Languages

Autodesk Maya, Unreal Engine 4/5, Unity, Zbrush, Substance Painter, Adobe Suite, Blender
Python, Unreal Engine Blueprints, MEL, C#, C++

Experience

Aug 2025 - Present

Penniless Games (Indie Studio): 1+ years

Senior Technical Animator - Unreal Engine 5

Principle point of contact for all animation-related development. Rigs, animates, and integrates all Critters/creatures for the indie game **Critterville Goes Bankrupt**. Creates animation systems in Unreal Engine (Animation Blueprints, Control Rigs, Physics Assets), defines the animation pipeline, and provides direction to the rest of the animation team. Coordinates across departments to ensure animations are integrated correctly and efficiently.

Jan 2021 - July 2025

Raven Software (AAA Game Studio): 4+ years

Technical Animator - Proprietary Engine

Worked alongside and supported the Animation Team creating character, vehicle, weapon rigs, and tools needed to support a creative and efficient production pipeline for the **Call of Duty** franchise.

May 2018 - Jan 2021

Cypher Creations (Indie Studio): ~3 years

Senior Animator - Unreal Engine 4

Rigged and animated most character assets for the successfully shipped, indie first-person puzzle platformer game **Strawhart**. Also provided animation direction and collaborated with the other animator/rigger on the team.

Projects

Critterville Goes Bankrupt
Farm/Life Simulator

Supports development through authoring AnimBPs, Control Rigs, Physics Assets, Blendspaces, etc. for animation sharing, locomotion, ragdolls, IK, and dynamics/secondary motion. Rigs and animates characters in Maya, integrates them in Unreal Engine 5.

Call of Duty: Black Ops 6
First Person Shooter

Call of Duty: Vanguard
First Person Shooter

Shipped single player campaign experiences through rigging/skinning characters, vehicles, weapons, and props. Authored rigging and animation tools, set up physics-based dynamics for assets, and coordinated with art, design, and engineering departments when necessary.

Call of Duty: Warzone
First Person Shooter

Shipped seasonal multiplayer content updates every few months, ensuring timely release of new assets. Fixed bugs, rigged/skinned assets and set up physics-based dynamics.

Strawhart
First Person Puzzle Platformer

Shipped single player puzzle experience through rigging and animating characters in Maya, and integrating them in Unreal Engine 4.