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

Penniless Games (Indie Studio): 1+ years

Aug 2025 - Present

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.

Raven Software (AAA Game Studio): 4+ years

Jan 2021 - July 2025

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.

Cypher Creations (Indie Studio): ~3 years

May 2018 - Jan 2021

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.

New Jersey Institute of Technology (University): 4 months

Sept 2019 - Dec 2019

Character Rigger - Unity

Hired by NJIT faculty to work on a government-sponsored medical AR research project. Wrote DCC tools and created a pipeline to optimize anatomical geometry in bulk for use in real time rendering and deformation in AR using Unity.

Education

New Jersey Institute of Technology

Sept 2016 - June 2020

Bachelor of Arts in Digital Design

Achievements

2020 **Senior Digital Designer of Distinction Award**

2019 **MetroCAF 2019 Contribution -** *The Troublesome Transaction* (Animation)

Third Year Digital Designer of Distinction Award

2018 **Newark International Film Festival Official Selection -** *Titan's Journey* (Animation)

Second Year Digital Designer of Distinction Award