
KARIM BAZ - ANIMATOR



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PORTFOLIO SITE

[HTTP://WWW.KARIM-BAZ.COM](http://www.karim-baz.com)

SOFTWARE KNOWLEDGE

ANIMATION

Autodesk Maya

Autodesk Motionbuilder

Autodesk 3DS Max

GAME ENGINES

Unity

Unreal Engine

Guerrilla Games' Decima Engine

NaturalMotion Morpheme

RIGGING AND SCRIPTING

Rigging, MEL and Python in

Autodesk Maya

PROFILE

A passionate animator with 5+ years' experience in the AAA Games industry. Collaborating with not just animators but designers, coders and members of all other departments is a natural inclination of mine. While I always put the needs of my team first, I have a drive to always push myself further at the same time. I have extensive technical experience with animation pipelines, from the conceptual phase to implementation. Adding to that the ability to create scripts that speed up the workflow, I always find creative ways to solve new or existing problems.

EXPERIENCE

GUERRILLA GAMES

June 2013 - Present

Animator on Horizon: Zero Dawn.

Responsible for cleaning and recording Motion Capture Data. Keyframing for Gameplay Prototypes and facial Animation in Cutscenes.

RAGESQUID

November 2013 – May 2015

Character Animator on Action Henk.

Responsible for animating all characters and skins on the game Action Henk. Done on a voluntary basis.

GUERRILLA GAMES

Junior Animator from December 2012 – June 2013

Animation Intern from November 2011 – August 2012

Keyframing vehicles and cutscene animatics. Motion Capture Cleanup. Implementing and maintaining animation state machines on Killzone: Shadowfall

EDUCATION

iAnimate Games Workshop 01

July 2015-September 2015

Online Animation course.

NHTV University of Applied Sciences

2007-2012

Visual Art for Game Development Bachelor Course (unfinished)

Scott Eaton Human Anatomy Course

December 2013

Four-day course on human anatomy.