

KARIM BAZ

ANIMATOR

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[LINKEDIN](#)

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DUTCH (EU CITIZEN)
TILBURG, THE NETHERLANDS

PROFILE

I am a passionate Gameplay animator with over 12 years of experience. In these years I have worked on a large variety of games, in studios of all sizes and on many different animation styles. During these projects I have gained extensive knowledge of all facets of animation, from pre-production to launch.

Collaborating with animators, designers, coders and members of all other departments comes natural to me in game development. I always work closely with my team to push the animation and technical quality as high as possible. I can assist a team with a variety of technical tasks, with knowledge of automation through scripting, integration of animations and in-depth knowledge of the motion capture pipeline.

As a Gameplay animator I aim to plan, create and integrate animation assets. As a person I aim to bring positivity and efficiency to any team I work with, and help my team grow as much as possible on a personal and group level.

EXPERIENCE

FUN DOG STUDIOS

Principal Animator on The Forever Winter

November 2022 - April 2024

- Hand-key animation and integration of gunplay animations for the player and A.I. characters.
- Working closely with Code and Design to integrate and tune gunplay animations in Unreal Engine 5.
- Hand-key animation for creatures.
- Motion Capture cleanup for Motion Matching.
- Prototyping hand-key animations for various humanoid and mechanical characters to help determine the animation style.

RAGESQUID

Senior Animator and Character Generalist on Unannounced Project

December 2019 - November 2022

- Animating the player characters in Autodesk Maya.
- Working with Code and Design to integrate all animations in Unity and ensure they match the requirements.
- Rigging in Maya and scripting with Python.
- Sculpting player characters in Zbrush and Marvelous Designer. Modeling in Autodesk Maya.
- Texturing player characters and props in Substance Painter.

REBELLION WARWICK

October 2018 - October 2019

Lead Animator on Evil Genius 2

- Leading a team of 5 animators.
- Scoping and planning animation assets, ensuring deadlines are met and animations meet quality requirements.
- Assisting the animation team in reaching their personal goals within the constraints of the project.

- Communicating with the Art Director to translate and maintain artistic vision to Animation.
- Communicating with Design and ensuring animations meet Gameplay requirements.
- Hand-key animations for various characters and one of the Player Characters.
- Motion capture cleanup for various background animations.
- Collaborating with Code to set up and maintain an efficient workflow for integration of animations that allows for quick iteration.

GUERRILLA GAMES

Animator on Killzone: Shadow Fall and Horizon Zero Dawn

December 2012 - June 2018

- Hand-key animation and integration of gameplay prototypes.
- Recording, editing, cleaning and preparing Living World animations (elaborate sets of animations for the civilian characters) for engine integration. Occasionally included acting in the Motion Capture suit.
- Supervising a small team of external animators for the Living World team.
- Facial animation for cutscenes. Both hand-keyed animation and cleanup of Motion Capture data solved in DynamiXYZ and edited in Maya.
- Setup and maintenance of Guerrilla Games' in-house motion capture system. System consisted of Vicon MX40 cameras and Vicon Blade.

RAGESQUID

Character Animator on Action Henk

November 2013 - May 2015

- Animating and integrating all characters and skins.

Character Animator on Descenders

December 2017

- Animating the player character and adjusting the animation network.

GUERRILLA GAMES

Animation Intern on Killzone: Shadow Fall

November 2011 - August 2012

- Motion Capture cleanup for the NPC Cycles of the humanoid enemy AI characters.
- Prototyping hand-key animation and integration for a quadrupedal robot.
- Animatic creation for Cutscenes and scripted background animations.
- Integrating and maintaining state-machines for interactive and non-interactive cutscenes.
- Hand-key animations for small robots and vehicles in cutscenes.
- Collaborated with outsource studio to make sure animations were delivered as intended
- Hand-key creature animation for Horizon Zero Dawn vertical slice demo.

EDUCATION

NHTV UNIVERSITY OF APPLIED SCIENCES *2007-2012*

Visual Art for Game Development Bachelor Course

FURTHER EDUCATION

iANIMATE GAMES WORKSHOP 01

July 2015 - September 2015

SCOTT EATON HUMAN ANATOMY COURSE

December 2013

SKILLS

SOFTWARE

Animation

- Autodesk Maya
- Autodesk Motionbuilder
- Autodesk 3DS Max
- Blender

Game Engines

- Unreal Engine 4 & 5
- Guerrilla Games' Decima Engine
- NaturalMotion Morpheme
- Unity

Rigging and Scripting

- Python and MEL in Autodesk Maya
- Rigging in Autodesk Maya

Motion Capture

- Vicon Blade (Software)
- Vicon MX40 (Hardware)
- MVN Xsens Suit and MVN Xsens Animate

LANGUAGES

- Dutch (Fluent)
- English (Fluent)
- German (Basic)

AWARDS

Develop Industry Excellence Awards 2017

Best Animation - Horizon Zero Dawn

Won as part of Guerrilla Games' animation team.