Gabriel Flamm
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"My objective is to make sure you feel the intended emotion in every moment"

May 2012 – present

- **Battlefiled V,** *EA Dice*
  Cinematic Animator
  Took scenes from mockup in animation software to functional and ready for render farm in Frostbite
  Polished and finalized several scenes – characters, props, vehicles.

- **Star Wars Battlefront II**, *Lucasfilm, EA Dice*
  Cinematics
  Heroes vs Villains – Intro
  My responsibility was to come up with ideas for intro moves and direct mocap actors Animate the cameras and set up the logic
  Galactic Assault - Intros & Outros
  I created all intros when it comes to character and vehicle animations timed to the systematic camera. I did also set up the cameras, unique for each team on all levels. The outros are real time events where I animated cameras, characters, vehicles and some of the existing VFX assets.
  Emotes
  I came up with all Emotes - both VO and motion, planned and directed motion capture I gave direction to a VO actor, to be used as a reference for all other VO actors I created briefs, material and demand lists for outsourcing as well as being part of the feedback process with the animation director

- **Battlefield 1,** *EA Dice*
  Cinematic Animator
  Took scenes from mockup in animation software to functional and ready for render farm in Frostbite
  Polished and finalized several scenes
  Animated airplanes in *Friends in high places*
  Animated cameras, characters and objects in *Nothing is written* real time cinematic, timed to VO
  Added background characters where needed

  Implemented and polished a few in-game 1p and 3p animations.

- **Mirror´s Edge: Catalyst,** *EA Dice*
  Cinematics
  Administer cutscene workflows, implementing cutscenes and animation polish to reach set quality goals.

- **Star Wars Battlefront,** *Lucasfilm, EA Dice*
  Cinematics
  Creative responsibility for cutscenes and narrative direction. Directed mocap actors. Animated characters, vehicles and cameras. Setting up cutscenes in-game. Animation for multiplayer cinematics, characters, vehicles and cameras.

- **Battlefield 4,** *EA Dice*
  Cutscenes
  Animating and implementing in-game cutscenes.

Hello There
November 2009 – May 2012
Animator, rigger and artist

Shapefarm
May 2010 – May 2012
Animator and rigger

Mountainwheel Games
April 2011 – May 2012
Lead Animator and rigger

- **Dead Man Zand**, *Never released*
  Animation and rigging of main character.
  Responsible for planning, animation pipeline, review of characters deformability.

Liminal Studio
July 2011
Animator

- **Fyljga**, *Unity/web*, *Mölndals Museum*
  Animation of horse and acting animations of character "Little John".

Outbreak Studios
September 2009
Animator and rigger

- **Unannounced**, *Pitch for XBLA*
  Animation and rigging of characters.

Grin
April 2008 – July 2009
Animator

- **Bionic Commando Rearmed 2**, *XBLA/PSN, Capcom*
  Animation of main character, creation of cutscenes and previs.
  This project was handed to Fatshark when Grin filed for bankruptcy in August 2009.

- **Terminator Salvation**, *Xbox360/PS3/PC, Halcyon, Warner Bros*
  Animation of the T-7T Spider, death animation of Hunter Killer and the Aerostat.
  Animation of the T-600 in the alpha stage of the game, which was used as reference for motion capture.
  Participation in motion capture recordings for human characters, both as supervisor and director.
  Finalization of walks, runs, aims and "in-low-cover" animations for main characters.
  Creation of custom animation for NPC. Creation of previs for all enemy encounters, boss fights and camerapositioning.
  Participation of the creation of animation trees, the solving technical difficulties and working closely with programmers to ensure the flow of cover mechanics and aiming.

Lockpick Entertainment

June 2007 - May 2008

Animator, rigger and artist

- **Dreamlords: The Reawakening**, *PC*
  Animation and rigging of the Dreamlords and the mob “Screamer”.
  Creation and animation of in-game Tactical Location and overview world.

Prods

Mars 2007

Animator and rigger

- **TV4-Cupen**, *TV-commercial, prodz.net*
  Animation and rigging of Alien character

Education

University of Skövde, *August 2005 - May 2008*
Computer Game Development - Graphics

- **Degree of Bachelor of Arts** *with a major in Media Studies.*
  Animation, rigging, modeling and 2D art.
  Lead Artist during all three Game projects: 5 weeks, 10 weeks and 20 weeks.
  President of student community AGES (Academic Game Environment Skövde) 2007.

Polhemsgymnasiet, *August 2000 - May 2003*
Industrial Design

A program focused on product design, from sketch to technical specification to visualization.
Participation in two award winning projects, 2nd and 3rd place.
Received scholarship from constructors for the ideas presented during final course.

Software knowledge

Maya, *since 2005*
Motion Builder*, since 2008*
3ds Max*, Biped rigging 2011*
After Effects*, since 2005*
Premiere*, since 2006*
Photoshop*, since 2004*

Skills

Exercises of interest (regarding motion awareness)
Taekwondo*, 1997-2000*
Salsa/Waltz/Lindy Hop, basic courses
Badminton/Soccer/Floor ball

Recommendations

Andreas Roman, *Creative Director, Grin*
October 1, 2009
"Gabriel's got a style of his own, essential when it comes to animation. Not only does he understand and take direction well, he adds his own flavour to the result and improves on an idea through his high animation skills. Whether it's an emotion that needs to conveyed, an attack pattern that needs to be built or perhaps just a leap or a dive, Gabriel makes it into something unique and thereby contributes to the voice of the game - invaluable to any title that wants to stand out."

Eric Thelander, *Senior Animator, Grin*
June 2, 2009
"I've known Gabriel for the past four years and I only have good things to say about him. He is ambitious self going and resourceful when handling tasks of different proportions. He has an ability to produce smooth and flowing animations on the spot, nailing timing as if it was the most natural thing to do. When working in groups he is open to try out new techniques and procedures while at the same time is good at making suggestions on how to improve work flow.

Gabriel is a social guy, nice and helpful and you cannot feel other than good in his presence."