CORY RICHARDS

SENIOR TECHNICAL ANIMATOR

REAL-TIME ANIMATION | RIGGING | TOOLS | PIPELINES | GAMEPLAY SYSTEMS



CONTACT

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TECHNICAL SKILLS

Game Engines

- Unreal Engine
- Unity

Programming & Scripting

- C#
- Python
- MEL
- Unreal Blueprints
- C++ (Maya tooling)

Animation Systems

- Control Rig / FBIK
- IK / Constraints
- State Machines
- Motion Warping
- Root Motion
- Procedural Animation
- Animation Rigging
- Mocap Cleanup

DCC & Tools

- Maya
- MotionBuilder
- Blender
- ZBrush
- After Effects
- Davinci Resolve

Pipeline & Production

- Perforce
- Git
- Jira / ClickUp
- SourceTree
- Confluence

SOFT SKILLS

- Problem Solving
- Cross-Discipline Collaboration
- Technical Communication
- Analytical Thinking
- Workflow Optimisation
- Technical Ownership

PROFESSIONAL SUMMARY

Senior Technical Animator specialising in procedural animation, runtime IK systems and animation pipeline development across Unity and Unreal Engine 5. Experienced in AAA game production, motion capture direction and developing scalable animation solutions that bridge animation, rigging and gameplay programming.

PROFESSIONAL EXPERIENCE

Third Kind Games / Virtuos

Sep 2024 - Present

Senior Technical Animator

- Developed and maintained complex character animation systems for Stage Tour (Unity), Everwild (UE5, Rare) and Cyberpunk 2077 (CDPR, RedEngine).
- Designed configurable IK and animation correction systems supporting multiple character rigs and props.
- Planned and directed mocap shoots internationally (Canada, Poland) and provided technical support for external development teams.
- Created tools, documentation and workflows to improve production efficiency and cross- discipline collaboration.

Maze Theory

Sep 2022 - Sep 2024

Technical Animator

- Built and refined character rigs for *Peaky Blinders VR* and *Thief: Legacy of Shadow.*
- Redesigned Unity animation systems and developed Maya/MotionBuilder tools using Python and C++.
- Supported animation implementation and pipeline workflows for VR productions.

Various Studios

2019 - 2022

CG Generalist / Motion Designer / Tech Artist

- Worked across a range of game, television, and VR projects.
- Created and rigged characters, implemented animation systems and developed tools to support production pipelines.
- Collaborated with animation, design and programming teams to deliver high-quality assets and real-time animations.

EDUCATION

BA (Hons) Creative Game Design

2015 - 2019

University of Wales Trinity Saint David

A-Levels

2012 - 2015

Neath Port Talbot College

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FEATURED PROJECTS



Stage Tour

Unity | C# | Real-Time Animation | Mocap

2026 - Present



Cyberpunk 2077 (Update 2.5)

RedEngine| Mocap | MotionBuilder | Animation

2024 - 2025



Everwild

Unreal Engine| Control Rig | Motion Warping

2024 - 2025



Peaky Blenders VR / Thief: Legacy of Shadow

Unity | Maya | MotionBuilder | Python

2022 - 2024

PROJECT EXPERIENCE

Stage Tour (Unity, Red Octane Games) — 2026 - Present

Real-time music game featuring guitar, bass, drums and vocals, with a focus on high-quality performance animation across multiple character rigs and instrument variants.

- Designed a data-driven IK system for guitar and bass performances.
- Developed procedural facial animations driven by song moods.
- Planned and directed motion capture sessions at Eidos Montréal.
- Built correction systems for IK offsets and instrument alignment across multiple rigs.
- Created Unity Editor tools for animation events, Avatar Masks and performance debugging.

Cyberpunk 2077 (RedEngine, CD Projekt RED) — 2025 - 2026

Provided motion capture direction, technical animation support and cinematic animation integration for Cyberpunk 2077.

- Planned and directed motion capture sessions at CD Projekt Red in Warsaw, Poland.
- Cleaned and refined motion capture data for Glamdocs.
- Collaborated with Virtuos France on cinematic animation production and integration.

Everwild (Unreal Engine 5, Rare) — 2024 - 2025

Developed technical animation solutions for a AAA open-world title using Unreal Engine 5.

- Developed a procedural alignment system for character-to-creature interactions across varying terrain.
- Used Control Rig, IK and Motion Warping to dynamically align characters and creatures.
- Created and integrated animations to support natural interactions and seamless transitions.

Peaky Blinders VR / Thief: Legacy of Shadow (Unity, Maze Theory) — 2022 - 2024

Developed character animation systems, rigs and pipeline tools across two VR productions.

- Developed Python tools in Maya and MotionBuilder to streamline animation workflows.
- Built and maintained character rigs using Advanced Skeleton and custom tools.
- Implemented animation systems and optimised game assets through LODs and texture density adjustments.

ADDITIONAL EXPERIENCE

- **3D Generalist** - Dynamo Ltd — Mar 2022 - Sept 2022
  Rendered scenes and 3D concept art for children's books.
- **Motion Designer** - Telesgop — May 2021 - Mar 2022
  Created and designed animations for Welsh television (S4C).
- **3D Artist (Contract)** - Rescape Ltd — Feb 2020 - Mar 2020
  Created 3D visual effects for a healthcare VR experience.
- **Technical Artist (Contract)** - Volcanic Games — Jan 2020 - Feb 2020
  Optimised animations for Nintendo Switch title (Frontline Zed).
- **Junior 3D Artist** - Rescape Ltd — Apr 2019 - Oct 2019
  Created game assets and rigs in Maya/Blender for VR experiences.