

MADÉLINE JACKSON

ANIMATOR

CONTACT

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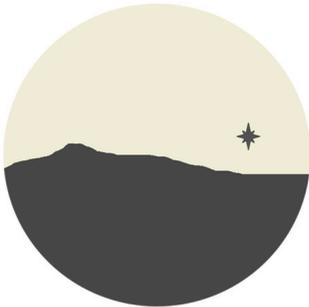
PROFICIENCIES

Autodesk Maya
Previs + Motion Capture Experience
Premiere
Shot Grid

EDUCATION

SCAD

B.F.A. Animation
2010-2014



WORK EXPERIENCE

Scholar

Freelance Animator Oct 2025 - Nov 2025

- Freelance animator on a Target Holiday campaign

Platige Image

Freelance Animator - Game Cinematics Mar 2025 - Oct 2025

- Freelance animator for the following game cinematic projects:
- Call of Duty: Black Ops 7 Zombies - Astra Malorum Intro Cinematic
- Call of Duty: Black Ops 7 Ashes of the Damned Cinematic
- Warhammer 40,000: Dawn of War IV Official Announce Trailer
- Additional game cinematic - releasing Spring 2026

JAMM

Freelance Animator Aug 2024

- Freelance animator on an Amazon / Hyundai project

Lofty Sky

Animator Aug 2023 - Mar 2024

- Animator on an episodic production to pair with the studio's upcoming release of their game titled "Sky of Tides."
- Responsible for quick turn around keyframe animation

L'Atelier Animation

Lead Animator Jan 2021 - Apr 2023

- Managed a team of 6-9 animators throughout production on both 10 Lives and Kitty Katz.
- Helped facilitate problem-solving and coordinate with other departments to have issues resolved quickly and efficiently.
- Reviewed submissions from my team and left detailed notes and draw overs before approving for supervisor review.
- Report to production daily with updates on team's shot targets and deadlines.
- Helped nurture a stable and positive work environment as well as various team bonding activities to ensure strong team dynamics.

Ntropic

Freelance Animator Sept 2020 - Jan 2021

- Freelance animator on 2 advertising projects
- Responsible for previs, camera, and keyframe animation

DNEG

Animator Dec 2019 - Jul 2020

- Animator for Fast & Furious 9 and assisted on other various projects in production.
- Responsible for both full keyframe animation and mocap cleanup.

Mill Film

Animator Mar 2019 - Nov 2019

- Animator on the movie CATS (2019).
- Responsible for both full keyframe animation and mocap cleanup on multiple shots in the film - with a heavy focus on facial animation.

MPC

Junior CG Animator Nov 2016 - Aug 2018

- Animated a variety of humans, creatures, and objects for multiple MPC spots.
- Created previz for multiple spots and pitches, including camera layout, animation, and building a timeline for final export.

MPC

Production Assistant / Scheduler Jun 2014 - Dec 2014

- Coordinated and supported a branch of 50+ employees with involvement and management of all facets of workflow.
- Assisted scheduling team in gathering freelance artists to form a crew requested from the producer of the project.