

Justin Rosenthal-Kambic | Animator | 13+ Years | 45 Shipped Titles

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Objective

I am a seasoned Animator in the video games industry with 13+ years experience and 45 shipped titles across a variety of platforms. I'm passionate about Character Animation and everything game development involves, from story to design. I strive to create high-quality animations, which I can be proud of and feel that heartening sense of ownership over. I take great pride in my work and enjoy seeing others genuinely excited by what I create because it's important to me to feel like what I contribute to the project matters. I'm always ready for an opportunity to challenge and refine my abilities as a 3D Character Animator and I look forward to continue working with talented developers in creative environments in this ever-shifting industry.

Experience

Other Ocean Group | 01/2018 – Present

Currently working as the Lead Animator on an unannounced next-gen title.

Telltale Games | 02/2013 – 01/2018

Hired as an Animator, I was responsible for helping to create a wide range of animations across multiple high-profile IPs such as *The Walking Dead*, *Batman*, and *Minecraft* to name a few. During my almost 5 years at Telltale, across 34 episodes, I was responsible for creating animations from scratch and at other times from piecing together existing actions to create the desired effect for specific scenes. Additionally, I was responsible for setting up layouts for outsourcing and providing clean up as needed to match the emotional tone of the scene.

The Walking Dead: 400 Days, July 2013 [Telltale Games and Skybound] **The Wolf Among Us: Season 1 – Ep.1 Faith**, Oct.2013 – **Ep.2 Smoke & Mirrors**, Feb.2014 [Telltale Games and Vertigo] **The Walking Dead: Season 2 – Ep.1 All That Remains**, Dec.2013 – **Ep.2 A House Divided**, Mar.2014 – **Ep.3 In Harm's Way**, May 2014 – **Ep.4 Amid The Ruins**, July 2014 – **Ep.5 No Going Back**, Aug.2014 [Telltale Games and Skybound] **Tales From the Borderlands: A Telltale Games Series – Ep.1 Zer0 Sum**, Nov.2014 – **Ep.2 Atlas Mugged**, Mar.2015 – **Ep.3 Catch A Ride**, June 2015 – **Ep.5 The Vault of the Traveler**, Oct.2015 [Telltale Games and Gearbox] **Game Of Thrones: A Telltale Games Series – Ep.1 Iron From Ice**, Dec.2014 – **Ep.2 The Lost Lords**, Feb.2015 [Telltale Games and HBO] **Minecraft Story Mode: A Telltale Games Series – Ep.1 The Order of the Stone**, Oct.2015 – **Ep.2 Assembly Required**, Oct.2015 – **Ep.3 The Last Place You Look**, Nov.2015 – **Ep.4 A Block and a Hard Place**, Dec.2015 – **Ep.5 Order Up!**, Mar.2016 – **Ep.6 A Portal to Mystery**, June 2016 – **Ep.7 Access Denied**, July 2016 – **Ep.8 A Journey's End?** Sept.2016 [Telltale Games and Mojang] **The Walking Dead: Michonne – Ep.1 In Too Deep**, Feb.2016 – **Ep.2 Give No Shelter**, Mar.2016 [Telltale Games and Skybound] **Batman: The Telltale Series – Ep.1 Realm of Shadows** Aug.2016 [Telltale Games and Warner Bros.] **The Walking Dead: Season 3 – Ep1. Ties That Bind: Part One**, Dec.2016 – **Ep2. Ties That Bind: Part Two**, Dec.2016 [Telltale Games and Skybound] **Guardians of the Galaxy: The Telltale Series – Ep.1 Tangled Up in Blue**, Apr.2017 – **Ep.2 Under Pressure**, June 2017 [Telltale Games and Marvel] **Minecraft Story Mode: Season 2: A Telltale Games Series – Ep.1 Hero in Residence**, July 2017 – **Ep.2 Giant Consequences**, Aug.2017 – **Ep.3 Jailhouse Block**, Sept.2017 – **Ep.4 Below the Bedrock**, Nov.2017 – **Ep.5 Above and Beyond**, Dec.2017 [Telltale Games and Mojang]

Backbone Entertainment | 02/2004 – 10/2012

I was hired as an Artist/Animator and quickly learned to wear many different hats as our art teams were more often than not, small in size. Over the course of the 8+ years I worked at Backbone, I helped ship 11 titles, touching on everything from modeling, texturing, basic rigging and what I'm most passionate about, animating.

Death, Jr. [PSP, Konami 2005] **Death, Jr. 2: Root of Evil** [PSP, Konami 2006] **Brooktown High: Senior Year** [PSP, Konami 2007] **Wolf of the Battlefield: Commando 3** [PSN/XBLA, Capcom 2008] **1942: Joint Strike** [PSN/XBLA, Capcom 2008] **Death, Jr.: Root of Evil** [Wii, Eidos 2008] **Rock Band: Unplugged** [PSP, MTV Games/EA 2009] **LEGO Rock Band** [DS, Warner Brothers/MTV Games 2009] **Rock Band 3** [DS, MTV Games/EA 2010] **Zombie Apocalypse: Never Die Alone** [PSN/XBLA, Konami 2011] **Dance Central 3** [Xbox 360 Kinect, Harmonix/MTV Games 2012]

Education

Associate of Arts and Sciences (AAS), Digital Visual Media 2003-2004

Ex'Pression College for Digital Arts, Emeryville, CA

Skills

Expert with Maya animation, Motion Builder, Photoshop, Intermediate with modeling / texturing / rigging

References

Telltale

- Jeff Sarre, Lead Animator
- Tyler Helton, Lead Animator

Backbone

- Allyn Bruty, Lead Animator
- Kevin Michael James, Senior Artist