Robert Fernandez

Shipped Titles

Borderlands 3: Moxxi's Heist of the Handsome Jackpot
Borderlands 3
Borderlands 2: Commander Lilith and the Fight for Sanctuary

Experience

Gearbox Software | Frisco, TX

Face Motion Capture Technican, August 2019 - Present
• Responsible for all facial capture at Gearbox Software
• Designed and worked with a tools programmer to get a new pipeline and tools setup
• Coordinated with audio to run sessions in VO booth with voice actors.
• Coordinated with our team in Quebec City to streamline the delivery process
• Run dual roles as a mocap tech when needed on stage and in post

Motion Capture Technician, April 2018 - Present
• Communicated with animation department to plan and schedule motion capture
        shoots
• Run mocap system computer or QC computer during shoots
• Track, solve, and retarget motion capture data
• Delivered final data to animation department within deadlines
• Assisted in the design of our new performance capture stage
• Assisted in hiring and training of new staff.

Drexel University | Philadelphia, PA

Teacher/Research Assistant, September 2017 - April 2018
• Managed the institutions motion capture system
• Collaborated on projects incorporating real-time streaming of system data
        into game engines
• Initiated development of custom python pipeline tool
• Assisted the College of Medicine with capturing data for human movement research
• Participated in meetings with College of Medicine and the College of Media Arts
        and Design for projects pertaining to virtual reality learning
• Selected as one of two motion capture instructors for Spring 2018, hired at Gearbox
        before position commenced
• Assisted students with questions pertaining to Maya, Blade, and MotionBuilder

Center City Film and Video | Philadelphia, PA

Production Assistant Intern, September 2015 - April 2016
• Set up lighting, cameras, and prop display on sets for national commericals
• Assisted with construction of sets and props
• Worked with brand representatives from QVC, Comcast Corporation,
        and NutriSystem, Inc.
• Created transcriptions of interviews for reality tv shows in development

Education

Drexel University

Philadelphia, PA

Bachelor of Science
Game Art and Production
Minors in Video Production,
Animation and Visual Effects
2017

Completed 8 months of
coursework towards
Masters degree
2018

Skills

Software
• Adobe CC Suite
• Autodesk Maya
• Autodesk MotionBuilder
• DaVinci Resolve
• Faceware Analyzer
• Faceware Retargeter
• Unreal Engine 4
• Vicon Blade
• Vicon Pegasus
• Vicon Shogun
Languages
• CSS3
• HTML5
• Python

Contact

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