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Cinematic Direction Reel: <http://www.ianweyna.com/CinematicDirection.html>

Professional Summary

Cinematics-focused animation leader with 15+ years delivering high-impact narrative experiences in AAA games. Specializing in cinematic storytelling, high-end mocap/PCAP production, and team leadership. Proven ability to own cinematic quality for both internal and outsourced work, establish department standards, and consistently deliver standout results on one of gaming's largest and most demanding franchises. Part of animation leadership for multiple BAFTA Outstanding Animation finalists.

A hands-on creative leader who sets artistic vision, drives cross-functional alignment with executive and design partners, and champions emerging tools — including practical AI and scripting workflows — to elevate production quality, efficiency, and creative ambition.

Key Qualifications

- Directed a team of animators and owned cinematic and gameplay animation quality on major AAA franchises, contributing to multiple critically acclaimed titles.
- Full ownership of the Mocap/PCAP-to-final cinematic pipeline — from shot planning and on-stage performer direction through data cleanup and final polish — preserving strong narrative intent.
- Experienced directing a wide range of performers, from animals to highly trained stunt teams and Hollywood-level dramatic talent.
- Collaborated closely with executive leadership, design, production, and tech teams — including studio creative leadership across multiple companies — to deliver high-impact cinematic sequences.
- Led key cinematic sequences from concept to completion, personally stepping in to refine shots and successfully integrating outsourced animation vendors.
- Actively developing a personal Unreal Engine project using advanced AI-assisted workflows (Claude + MCP) to build a full game and explore next-generation game development pipelines.
- Championed the adoption of practical AI tools and agentic coding workflows with my team at High Moon Studios, significantly improving iteration speed, reducing repetitive work, and enhancing cinematic ideation and animation authoring.

Work History

Mar. 2020 – Current **HIGH MOON STUDIOS** Lead Animator

- Led a team of up to 11 animators delivering critically acclaimed cinematic and gameplay animation for AAA titles.
- Served as creative vision-holder for the animation department, defining quality standards and guiding creative ideation across narrative cinematic sequences and gameplay moments.
- Partnered with executive leadership and global partner studios to define project scope, meet aggressive deadlines, and push higher-fidelity cinematic results on large-scale productions.
- Routinely collaborated with Call of Duty Animation Directors to share learnings, evaluate studio needs, and align on best practices for success across the franchise.



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- Championed practical AI tools and agentic coding workflows that significantly improved artist iteration speed and solved complex pipeline challenges.
- Acted as communication conduit between global development teams, aligning partners on visual narrative language, cinematic standards, and production priorities.
- Mentored animators through shot reviews, cinematic feedback, and hands-on coaching, with several team members advancing into senior roles.

Dec. 2016 – Mar. 2020 **TREYARCH** Senior AI Animator

- Completed vignettes and archetype animations using mocap and hand-key animation techniques.
- Conceptualized and designed exciting boss encounters, including at the time some of the Zombies franchise's largest and most technically demanding.
- Authored a technical manual to align partner studios on best practices in various key internal tools.
- Developed materials to onboard external production teams and internal new hires.

May 2016 – Dec. 2016 **INFINITY WARD** Viewmodel Animator

- Contracted to complete animations within an aggressive development schedule.
- Crafted high-fidelity weapon and cinematic animations under tight deadlines.

June 2011 – Mar. 2016 **PETROGLYPH GAMES** Senior Animator

- Defined animation pipeline and style for multiple projects in coordination with Art Director.
- Singular Animator for multiple shipped RTS titles crafting all required assets.
- Developed a basic state machine system with programming staff.
- Created a Studio Max to Unity pipeline for an internal mobile project with high animation sharing.

Jan. 2009 – June 2011 **ZENIMAX ONLINE STUDIOS** Animator

- Produced animation assets for Elder Scrolls Online MMORPG.
- Animated various animals and insects for in-game NPCs.

Project History

(In Order of Recent to Oldest)

Call of Duty: Black Ops 7 • Black Ops 6 • Modern Warfare 3 • Modern Warfare 2 • Black Ops 3 • Vanguard • Black Ops Cold War • Infinite Warfare • Black Ops 4 + DLC • Grey Goo • End of Nations • Elder Scrolls Online • Dungeon Runners

Education

Animation Mentor
Advanced Character Animation
July 2006 – Dec. 2007

Art Institute of Los Angeles
Game Art & Design \ Media Arts & Animation
Sept. 2002 – June 2006