

# Grant C. Lewis

Cell: 949-412-6228 Email: [grantlewis124@gmail.com](mailto:grantlewis124@gmail.com)

Website: <https://www.grantlewis-portfolio.com>

Accumulated an expansive toolset of leadership and management skills through experience as a Motion Capture Technician for 343 Industries (Xbox Games Studios, XGS), Producer on several school and amateur game projects, and as an Armory Manager and Fire Team Leader in the United States Marine Corps.

## **Experience**

### **343 Industries**

October 2021 – Present

#### **Technical Motion Capture Animator**

Facilitate the planning, capture, and post work of Motion Capture shoots. Ensure that all downstream stakeholders are aligned, and creative goals are met. Develop and maintain flexible pipelines and solutions to one-off roadblocks to ensure the best product is delivered to downstream teams.

- Schedule and lead script walk throughs for the Mocap team and other Departments of Work to ensure priorities and scope are established prior to a capture session.
- Created and implemented, in collaboration with an XGS Consultant, a new Previsualization pipeline to provide the Narrative Team higher quality Realtime Previews.
- Developed and facilitate the Xbox Game Studios Monthly Mocap Round Table to help the 15 Motion Capture teams across XGS to share knowledge, collaborate, and help one another grow.
- Work alongside other studios inside of XGS and adapt the 343 Industries standard workflow to fit the other XGS studios unique pipelines.
- Developed new Confluence troubleshooting guides and processes used throughout 343.

### **Kaptured Motions**

June 2018 – October 2021

#### **Data Technician**

Using Vicon Blade 2.6.1, receive data from client's motion capture team, fill in gaps, replace occluded markers, and return the data to the client ready for animation.

### **United States Marine Corp**

1st Battalion 5th Marines, Charlie Company

June 2014 – June 2018

#### **Rifleman**

2014-2018

Riflemen are the primary scouts, assault, and close combat forces available to the MAGTF. Promoted to Non-commissioned Officer, acting as a Fire Team Leader.

#### **Armory Manager**

2016-2018

- Directly responsible for over \$4.7M in weapons, optics, and other critical items of National Security.
- Coordinated training events, movement of weapons, and accountability techniques with senior leadership.
- Created, implemented, and maintained a detailed database to track all weapons for Charlie Company.

## **Education**

- Lake Washington Institute of Technology – 2020 to Present – BAS Interactive Media & Game Design
- Lake Washington Institute of Technology – 2019 to 2020 – AAS-T Interactive Media & Game Design
- Lance Corporal Leadership and Ethics Certificate of Completion

## **Achievements**

- Coordinating with local Universities of Higher Learning, created a Motion Capture workshop to teach Mocap to the next generation of game developers, and further 343 Industries' Community Outreach goals.
- Participating in the Blue-Sky stage to develop a centralized Motion Capture Stage for all of Xbox Game Studios to utilize.
- Completed two Marine Corps deployments, visiting 11 countries.

## **Software Proficiencies**

- Maya, Motion Builder, Motive, Blade, Substance Painter, Unreal Engine, Jira, Confluence, Azure Dev Ops
-