

JONNY RENAUT

Gameplay Animator

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Key Achievements

- **1st Place GradEX 2025 Winner:** Games Animation & Technical Art ('Freeflow Arena')
- **The Rookies Finalist:** Rookie Game of the Year ('Freeflow Arena')
- **Global Game Jam Winner:** GDS Best Game Award ('Nautical Nonsense')
- **Tranzfuser 2025 Capital Funding Winner:** Freelance Animator, Mothlight Studio ('Show Runners')

Technical Skills

Software: Maya, MotionBuilder, 3DS Max, Cascadeur

Tools: Animbot, NGSkintools, Mgear, AdvancedSkeleton

Engines: Unreal Engine 5, Unity

Source Control: Perforce, TortoiseSVN, GitHub

Project Tools: Jira, Azure DevOps, Miro

Profile

I am an enthusiastic 3D gameplay animator with hands-on experience in AAA, indie and freelance settings developing engaging, lively and creative player experiences. I am passionate about utilising the emerging technology available to game studios, including Unreal Engine's evolving animation tools (motion matching and control rigs) and AI assisted software like Cascadeur to streamline production and maximize creativity.

Relevant Experience

3D Gameplay & Cinematic Handkey Animator | Double Eleven

Middlesbrough | September 2023 – September 2024

- Animated over 100 gameplay and cinematic sequences across 'Prison Architect 2' and an unannounced AAA title, from storyboard and blockouts to final polish, using Maya, Unreal Engine 5 and Unity
- Accountable for animation workflows on 15+ biped and creature rigs, creating full combat movesets for NPCs, enemies, and bosses, including polish and in-engine implementation
- Utilised Animbot, Studio Library, Advanced Skeleton, and NGSkintools to improve production efficiency
- Collaborated within a large AAA agile teams using Jira, Azure DevOps, GitHub, Perforce, and TortoiseSVN
- Participated in weekly syncs with designers and concept artists
- Presented updates during daily standups and weekly art feedback sessions

Lead 3D Animator | Mothlight Studios ('Show Runners')

Remote (Tranzfuser 2025) | February 2025 – Present

- Led animation for a skating-based rogue-lite prototype, incorporating user playtest feedback from GamesWorld and Develop:Brighton to refine animation feel and gameplay responsiveness
- Co-pitched the game prototype, securing £7,500 in capital funding
- Establish the studio's animation pipeline from rigging in Maya to Unity implementation, including state machines and plugin integration

Combat System Designer & Animator | 'Freeflow Arena'

University of Staffordshire | November 2024 – June 2025

- Designed real-time freeflow combat system with cinematic finishers, combo attacks & dynamic distance-based attacks with over 60 total animations
- Directed 20+ dynamic camera transitions and reactive animation blueprints in Unreal Engine 5

Lead 3D Animator | Cathulhu

University of Staffordshire | January 2025 – March 2025

- Contributed to a 25 person team to deliver a polished vertical slice in 6 weeks, securing positive feedback from user playtesting
- Designed a facial animation system supporting 15+ expressions using sprite atlases, UV offsets and animation notifies
- Created running & swimming locomotion systems for use by player character using animation blueprints and state machines
- Rigged and skinned two playable characters including muscle simulation in Maya and tentacle physics in Unreal Engine 5

Education

BSc Computer Games Design with Animation (1st class)

University of Staffordshire, Stoke-on-Trent | September 2021 – June 2025

- Built motion-matching locomotion system using real rollerskating mocap data and presented a talk on the research and development to an audience of 40
- Keyframe & mocap animation in Maya, MotionBuilder, Unreal & Unity
- Developed Control Rigs, state machines, and cinematic sequences in Unreal Engine 5
- Set up Vicon mocap pipeline, cleaned data for real-time use