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CHRISTOPHER RIESER

CINEMATIC ANIMATOR | CINEMACRIESER.COM

CINEMATIC ANIMATOR

Visual storyteller with strong understanding and passion for how to bring scenes to life—creating narrative experiences through cinematics, character acting and pacing. Engaging the viewer/player is the goal. Evoking deep reactions for a more immersive consumption of story and interactive media.

PROFICIENCY

- Photoshop
- After Effects
- Premiere
- Maya
- Unity
- Unreal
- Jira

EXPERIENCE

Double Fine Productions | San Francisco, CA

2020 - Present

CINEMATIC ANIMATOR

1 PROJECT

Took narrative script to cinematics through Maya, and in game engine. Animated gestures, and specific actions to choreograph character acting, staging, and cameras from voice over from start to finish.

Endless Entertainment | Oakland, CA

2019

CINEMATIC DESIGNER

1 PROJECT

Used episode scripts to provide camera and facial mood tagging, Audio Breakdown sheets for outsourced sound house, and authored unique cameras and camera moves in Unity for choice based narrative mobile app.

Telltale Games | San Rafael, CA

2013 - 2018

EPISODIC DIRECTOR

5 PROJECTS

Accountable for the overall quality of the visual narrative and player experience. Provided creative oversight and instructive feedback across multiple disciplines and departments.

SENIOR CINEMATIC ARTIST

8 PROJECTS

Accountable for adapting gameplay script to screen. Executed character and camera blocking with final polish and narrative pacing from voice script. Worked closely with the director to achieve high quality standards and the needs of the projects from a cinematic and gameplay level.

LEAD CINEMATIC ARTIST

2 PROJECTS

Accountable for overall quality of the cinematic teams output. Worked closely with the director and production, making sure the scope of cinematic work was being completed for each milestone until projects shipped. Responsibilities included:

- Managing a team of 6-25 cinematic artists through development episodes.
- Problem solved iterative creative change to deliver feedback to the cinematic team under aggressive deadlines.



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- Provided estimates and scoping strategies to meet budgets and available resources from multiple departments.

EDUCATION

Academy of Art University | San Francisco, CA
2006-2012
BFA: Animation | Storyboarding



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