

Thomas O. Narey, Jr.
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Sr. Animator/CG Generalist with 20+ years of experience across feature film, AAA games, and real-time production. Specialized in character performance, gameplay animation, character rigging, and cinematic storytelling. Proven ability to lead distributed teams, deliver high-quality animation under tight production timelines, and bridge animation, design, and engineering workflows.

Professional Experience:

2020 – Present

Eranos Pictures Inc - Character and Environmental: modeling, rigging, animation - Unreal Engine: blueprinting, procedural elements, pipeline development	Senior Animator / CG Generalist	02/2026 – Present
Walt Disney Studios - Created character animation for real-time experiences. - Adapted Disney character assets for real-time use, including rigging, shaders, and mesh optimization for Unreal Engine pipelines.	Senior Animator / CG Generalist	06/2023 – 01/2026
Rodeo FX Animation on characters, cameras and objects on the feature film, Red One	Senior Postvis Artist	05/2023 – 06/2023
Downpour Interactive / Meta - Led animation production for a realistic AAA VR first-person shooter. - Directed motion capture integration, gameplay animation systems, and polish across the project. - Mentored animators and collaborated with design and engineering to achieve responsive, believable performance. - Helped shape animation quality and player immersion for a live multiplayer title.	Lead Animator	02/2021 – 05/2023
Swing Entertainment Supervised a team of artists and actively produced content in the creation of a music video.	Supervising Animator	10/2020 – 02/2021
The Odd Gentlemen Created facial and full body rigs for several characters and creatures for the game, Harmonium	Character Rigger	05/2020 – 07/2020
House of Moves / Respawn - Produced cinematic character animation using motion capture and keyframe techniques. - Supported narrative performance and in-engine storytelling for AAA VR.	Senior Animator	02/2020 – 05/2020
Walt Disney Imagineering - Created previs, layout, animation, and compositing for Disney park attractions. - Supported immersive storytelling experiences blending real-time and cinematic techniques.	Senior VFX Designer	02/2019 – 01/2020

2010 – 2019

Pure Imagination Studios	Senior Animator	08/2018 – 02/2019
The Mill	Senior Animator	09/2018 – 10/2018
Electric Theatre Collective	Senior Previs Artist	07/2018 – 08/2018
Digital Domain	Animator / Pre-Postvis Artist	08/2012 – 05/2018
MPC	Lead / Senior Animator / Pre-Postvis Artist	04/2013 – 01/2018
Proof, Inc.	Pre/Post Visualization Artist	01/2016 – 07/2016
Pixomondo Studios	Lead Animator	01/2010 – 01/2016
Uncharted Territory	Generalist / Animator	04/2015 – 12/2015
Encore Hollywood	Senior Character Animator	09/2014 – 11/2014
Prologue	Senior Animator	08/2014 – 09/2014
Aaron Sims	Character Animator	05/2014 – 06/2014
Inhance Digital	Lead Artist	10/2012 – 01/2014
Curious Media	Lead Artist	10/2012 – 06/2014

1999 – 2010

DreamWorks SKG	Previs Artist	04/2010 – 12/2011
Incinerator Studios	Senior Animator / Rigger	10/2008 – 07/2009
The Third Floor	Animator / Modeler	04/2008 – 06/2008
Disney Imagineering	CG Generalist	10/2007 – 02/2008
Sony Imageworks	Previs Artist	08/2007 – 09/2007
Sway Studios	Animator	07/2007 – 08/2007
Golden Era Productions	CG Generalist	03/2007 – 07/2007
Sony Computer Entertainment	Animator	04/2005 – 06/2006
Brain Zoo	CG Generalist & Animator	06/2004 – 11/2006
Point of View, Inc.	Animator / Modeler	12/1999 – 01/2004

Skills

- 3D Animation & Modeling: **Maya, 3D Studio Max, Cascadeur, Motion Builder**
- Compositing & Editing: **After Effects, Premiere, Photoshop, Nuke**
- Game Engines: **Unity Engine, Unreal Engine**

Education

California State University Northridge, Northridge, CA
 Graduated: Spring 1999

Credits:

Feature Film Title	Studio / Company
Red One	Rodeo FX
Monster Hunter: Legends of the Guild	Pure Imagination Studios/Netflix
Aquaman	Digital Domain
The New Mutants	MPC
Black Panther	Digital Domain
Predators	Proof, INC
Underworld 5: Blood Wars	Proof, INC
Star Trek: Beyond	Proof, INC
The Shallows	Proof, INC
Maze Runner 3	Proof, INC
Independence Day 2	Uncharted Territory
The Finest Hours	MPC
Monster Trucks	MPC
Goosebumps	MPC
The Dark Tower	MPC

A Wrinkle in Time	Proof, INC
The Seventh Son	PLF/Legendary Pictures
GI Joe: Retaliation	Paramount Pictures
Robopocalypse	DreamWorks SKG
Nightmare on Elm Street	Pixomondo Studios
Sucker Punch	Pixomondo Studios
Iron Man 2	Pixomondo Studios/ILM
G-force	Sony Imageworks

Television Title	Studio/Company
The Flash: s01ep2-9	Encore Hollywood
Smash: music video	Aaron Sims Studio
Toshiba: commercial	Inhance Digital
Limitless	Pixomondo
Vector: commercial	The Mill
Energizerman: commercial	The Mill
Marvel Strike Force: commercial	The Mill
StateFarm: commercial	The Mill
Samsung Winter Olympics: commercial	MPC
Lexus: commercial	Lexus/Sway Studio
Jade: Girls Gone Wired	G4TV/Midway
Call of Duty: Infinite Warfare commercial	MPC

Game Cinematics Title	Studio/Developer
Ghost of Tsushima	Digital Domain
XCOM	2K/Digital Domain
Cars: Race O Rama	THQ/Pixar
Command & Conquer: Red Alert	EA
Lost Planet: Extreme Condition	Capcom
NBA Shootout 2007	SCEA
NBA Shootout 2007: The Life, Chapter 2	SCEA
NBA Shootout 2006	SCEA
Blitz Unleashed	Midway
Darkwatch	Sammy Studios
Prince of Persia 2	Ubisoft
Shark Tale	DreamWorks
Medal of Honor: Pacific Assault	EA
Medal of Honor: Above & Beyond	Respawn

Video Game Title	Developer/Publisher
Spawn: Armageddon	Namco
Scorpion King: Rise of the Akkadian	Universal
Deuce	Point of View (Cancelled)
Ready to Rumble: Celebrity Boxing	Midway
Ready 2 Rumble: Round Two	Midway
Harmonium	The Odd Gentlemen
Onward	Downpour Interactive

Misc Project	Division
Star Tours reboot	Imagineering
Guardians of the Galaxy: Galactic Rewind	Imagineering
Circle Vision	Imagineering
Zootopia: Hot Pursuit	Imagineering