

# Alexis Bloom

## Senior Motion Capture Technician

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## Professional Experience

### Deck Nine Games

Senior Motion Capture Technician

Westminster, CO

February 2022 - Present

- Conducted the majority of the facial motion capture and a significant portion of the body motion capture for *Life is Strange: Double Exposure* and *The Expanse: A Telltale Series*
- Helped manage the motion capture pipeline, including data capture, reconstruction of data, solving, live-retargeting, and cleanup resulting in animation ready files
- Maintain motion capture equipment, systems, and software, as well as identify and resolve technical issues on set to help prevent any delay in capture
- Applied body markers and fitted performers with HMCs for full performance motion capture
- Collaborate closely with animation, environment, and writing departments to ensure project needs are being met
- Assist in previsualization for motion capture by building sets, acting in scenes as a stand-in, and helping prepare Unreal scenes in preparation for production
- Write custom scripts in Vicon Shogun to speed up the data cleaning process
- Design and develop in-house equipment to suit specific project needs
- Handle the fabrication of various props used on a motion capture set

Motion Capture Technician

July 2019 - January 2022

- Single-handedly conducted all of the facial motion capture for both of the *Life is Strange Remastered* games
- Assisted in creating a specialized and unique facial motion capture stage to suit the project needs
- Efficiently cleaned and processed motion capture data
- Oversaw facial motion capture shoots remotely due to Covid-19

Assistant Director

July 2019 - December 2020

- Scheduled and organized actor appearances for facial capture shoots for the *Life is Strange Remastered* games
- Managed on-set support for actors to help facilitate a positive working environment

### Drexel University

Adjunct Professor

Philadelphia, PA

January 2017 – June 2019

- Introduced underclassmen to the basics of motion capture, animation, modeling and simulations
- Taught multiple classes independently while developing unique coursework for each class

### 3FX

Junior Animator Intern

Blue Bell, PA

March 2015 – August 2015

- Produced animated content for instructional videos, medical demos, and commercial businesses
- Assisted in hosting meeting for clients by actively participating in project discussion

## Skills

### Software

Vicon Shogun Live and Post, Faceware, Autodesk Maya, Unreal Engine, DaVinci Resolve, Blender, Xsens, Stretchsense, Autodesk MotionBuilder, Houdini, Adobe Photoshop, Adobe Illustrator

### Programming Languages (basic):

Python, C++

## Education and Leadership

### Drexel University

Bachelor of Science in Animation and Visual Effects

Philadelphia, PA

June 2016

Secretary/Event Coordinator, Drexel SIGGRAPH Chapter  
President, DART (Drexel Art Organization)

June 2015 – June 2016  
2013 - 2015