

# Carlos DeJesus

North Hollywood, CA  
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## Professional Summary

Animator, Technical Animator, and Motion Capture Specialist with experience across film, gaming, VR, previs, and motion capture production pipelines. Skilled in facial animation, mocap cleanup, retargeting, Unreal Engine workflows, and animation integration. Additional professional experience in security operations and venue/talent management.

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## Skills

- Maya
  - Unreal Engine
  - Blueprints
  - Motion Capture Animation
  - Facial Animation / Faceware
  - Retargeting
  - Locomotion Systems
  - Quartz / Metasounds
  - Previsualization (Previs)
  - Keyframe Animation
  - Technical Animation
  - VR Production Pipelines
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## Professional Experience

### Allied Universal Security — Burbank Airport, CA

**Security Officer** | Nov 2025 – Present

- Provide security operations and access control within airport facilities.
- Monitor activity, maintain situational awareness, and respond to incidents when required.
- Assist with maintaining a safe and secure environment for staff and travelers.

## **Counterpunch Studios — Los Angeles, CA**

**Senior Animator** | Mar 2021 – Sept 2023

- Facial motion capture animator for video games and film productions.
- Worked extensively with Faceware technology and related animation tools.
- Delivered high-quality facial performances and animation cleanup.

## **Mousetrappe — Burbank, CA**

**Animator** | Jun 2019 – Jul 2019

- Motion capture animation for a Disney-related project.

## **VRWerx — Studio City, CA**

**Animator / Technical Animator** | Jun 2018 – Nov 2018

- Retargeted motion capture data for Unreal Engine game projects.
- Created and hand-keyed custom animations.
- Integrated locomotion systems and Blueprint functionality.

## **Halon Entertainment — Santa Monica, CA**

**Previs Animator** | Jul 2017 – Aug 2017

- Created previs animation, camera work, and VFX support for feature film production.

## **Counterpunch Studios — Culver City, CA**

**Animator** | May 2017 – Jun 2017

- Facial motion capture animation using Faceware technology for game projects.

## **The Asylum — Glendale, CA**

**Animator** | Feb 2017 – Mar 2017

- Produced animation work for film production.

## **Halon Entertainment — Los Angeles, CA**

**Previs Animator** | Aug 2016 – Nov 2016

- Developed previs animation sequences for feature production.

## **Emblematic Group — Los Angeles, CA**

**3D Animator** | Jan 2016 – Feb 2016

- Created motion capture and animation content for VR experiences.

## **Goma Pro — Studio City, CA**

**3D Generalist** | Sep 2015 – Oct 2015

- Managed motion capture and keyframe animation workflows for VR projects in UE4.
- Reviewed and approved rigs and animation assets.

## **Avanquest — Calabasas, CA**

**Photo Editor** | Oct 2014 – Dec 2014

- Edited and prepared photos for commercial holiday card production.

## **World Famous Comedy Store — Hollywood, CA**

**Talent / Door** | Sep 2011 – Sep 2014

- Managed venue entry operations and talent-related responsibilities.

## **Illuminate Hollywood 3D — Studio City, CA**

**Roto Artist** | Jan 2011 – Mar 2011

- Performed rotoscope work for feature film production.

## **House of Moves — Los Angeles, CA**

**Animator** | Dec 2009 – Aug 2010

- Motion capture cleanup and animation production.

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## **Education**

### **Full Sail University — Orlando, FL**

**Bachelor of Science (BS), Computer Animation**

Feb 2006 – Oct 2009