

Tobin Nageotte

Producer

View the full portfolio at <http://www.thecreativefinder.com/thirtysevendick>

Professional Experience and Curriculum Vitae

Creative producer with experience in the video game, film, commercial, digital marketing, and TV industries.

Pre-rendered and in-game cinematics, commercials, trailers, motion comics, short films. Managed diverse teams in Maya, Motion Builder, Intersense virtual camera, Vicon motion capture, motion tracking and solving, modeling, rigging, technical arts, tool development, and scriptwriting. Concept, budget, and project bidding with US and international studios. Project tracking, scheduling, and forecasting. Experience with international outsourcing and establishing large-scale motion-capture pipelines from script through final game engine integration. Shotgun, Motion Capture, Intersense, Final Cut, After Effects, Color, Photoshop, SketchUp, Excel, Merlin, Basecamp, Perforce, Polyscript, Temerity Pipeline. Winner of two San Diego Ad Club ADDY awards.

Previous Clientele

Sony Computer Entertainment / Playstation
Guerrilla Games
Naughty Dog
Bend Studios
Zipper Studios
People's Republic of Animation
E! Networks

Awards and Accolades

<http://about.me/tobinnageotte>

Awards and Accolades

Silver ADDY (Interactive, San Diego Ad Club) -
"Robotic Canine," Sony Computer Entertainment
Bronze ADDY (Digital Media, San Diego Ad Club)
- "Jungle Run" / "The Chase," Sony Computer
Entertainment / Naughty Dog
Phi Kappa Phi Honor Society - San Diego State
University (MA, Film Production)

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Please kindly get in touch for portfolio works.

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