

# Steven Harmon **Motion Capture Technician & Technical Designer**

Interactive Media & Game Design junior at the University of Southern California with a focus performance capture, immersive theater, DIY, and technical problem solving.

Portfolio Site: [stevenharmongames.com](http://stevenharmongames.com) Linked In: [linkedin.com/in/stevenjharmon/](https://www.linkedin.com/in/stevenjharmon/) Email: [steven@stevenharmongames.com](mailto:steven@stevenharmongames.com)

## WORK EXPERIENCE

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Contractor @ House of Moves 2019 - present

- Work under NDA. :(

Beijing Tech Startup | VFX Artist 2019

- Worked closely with producer to turn their storyboard into 3D photorealistic sequence of a cubesat Earth shots
- Created procedural textures and materials based off reference schematics and satellite imagery

Empath | Mocap Lead 2019

- Worked within a team of 25 on a VR gestural controlled spell casting action brawler for the Oculus Rift.
- Coordinated shot permits for location and actors, shot list, reference camera and marker setup crew
- Responsible for camera calibration, rigidbody calibration, shoot floor supervision, data cleanup, characterizing, retarget, and polish of various animations and stunts. Used OptiTrack -> Motion Builder -> Maya Pipeline.

Post Hello | Design Lead & Animator 2019

- Design lead responsible for everything but the musical score and writing within a team of 3 on a third person cinematic narrative adventure game about the day to day life of a delivery man.
- Skeleton crew of 1 to calibrate the space, set markers on myself, set OptiTrack and Motion Builder for real time capture with remote capture so I can act and quickly review on a nearby projector without having to reset often.
- Created multiple mocap sets mapped to digital space out of appleboxes and DIY wooden furniture and door frames
- Physically acted as multiple characters of various ages and body types, then implemented all animations in engine

Avengers: Into the Thanus | Mocap Director 2019

- Based of the 2019 "Ant Man killing Thanos" theory meme I created a VR 360 pre-rendered short about journeying into Thanos's anal cavity alongside Ant Man and his trusty flying ant steed. I sourced actors, a foley artist, cinematographer, and personally took care of the technical side of things from modeling a realistic digestive tract and procedurally creating seamless textures using Substance Designer to mocap directing and cleanup.

Multiple Positions on 50+ released games projects 2012 – now

- Desktop, mobile, console, VR, web, escape rooms, ARGs, game jams, multi-year projects, team / solo endeavors.

## SKILLS & ABILITIES

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**Game Programming:** C#, C++, Git – Bitbucket & Sourcetree / P4V Perforce, console development, steampipe & steamcmd

**Game Art, Performance Capture, and Animation:** Maya, ZBrush, Motion Builder, OptiTrack, Blender, Meshroom, Substance

**Other:** classically trained actor & playwright 10+ years, crafts, skateboard, toilet research, learning 中文

**Leadership Experience:** 2-year resident assistant at USC, organizer of USC Game Space, Unity student ambassador, more...