Christopher Myers

SENIOR GAMEPLAY ANIMATOR

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Character and creature animator with 19+ years across MMO and multiplayer production. Combines hand-key animation and complex creature rigging with ownership of UE5 animation systems, from authored motion to playable characters, creatures, and mounts.

EXPERIENCE

Intrepid Studios

Aug 2017 - Feb 2026

Lead Animator

Ashes of Creation / Ashes of Creation: Apocalypse

Creature animation. Rigged, animated, and integrated complex creatures and mounts into gameplay, from rig construction through in-engine implementation.

Combat systems. Built split-body animation, root motion, and ranged/melee combat systems in UE5.

Runtime ownership. Created player character skeletons and built and owned Animation Blueprints for player characters, NPCs, and mounts.

Animation reuse. Designed player and NPC retargeting solutions and a weapon animation framework for sharing motion across archetypes and weapon configurations.

Team leadership. Led 8 animators and technical animators across the complete pipeline; mentored the team in animation, rigging, implementation, and troubleshooting.

Daybreak Game Company

Nov 2015 - Aug 2017

Senior Animator

H1Z1: Just Survive / H1Z1: King of the Kill

Production animation. Rigged and animated character and creature content for survival and multiplayer shooter gameplay, combining animation quality with fast, efficient delivery.

Sony Online Entertainment

Aug 2006 - Nov 2015

Senior Animator

EverQuest II / Landmark / Free Realms / Magic: The Gathering Online

Character and creature work. Created rigs and animation across MMO productions, with a focus on body mechanics and unusual anatomy.

Expansion production. Delivered high-volume animation for Echoes of Faydwer, Rise of Kunark, The Shadow Odyssey, and Age of Discovery.

Prototyping. Served as primary animator on EverQuest III / EverQuest Next prototype initiatives.

CRAFT AND TECHNOLOGY

Animation: Hand-key / creature locomotion / body mechanics / motion capture

Technical: Creature rigging / retargeting / Control Rig / Full Body IK / optimization

Tools: Maya / MotionBuilder / Unreal Engine 5

Education: Bachelor of Science, Media Arts & Animation

Art Institute of California, San Diego / 2003 - 2006

SELECTED ANIMATION + RIGGING VIEW WORK / 02 >

SELECTED WORK

Motion. Built to play.

Six focused production studies. Click any image to open the interactive video showcase.

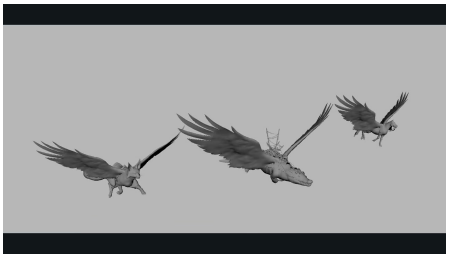
01 / GAMEPLAY + RETARGETING



Combat in motion

Ranged / melee systems

PLAY >



Modular wings

Shared motion / variants

PLAY >



Mount retargeting

New anatomy / existing motion

PLAY >

02 / CREATURE + VEHICLE PERFORMANCE



Creature performance

Shape / timing / body mechanics

PLAY >



Eyeball creature

Rig / animation study

PLAY >



Caravan in motion

Vehicle implementation

PLAY >

03 / INTERACTIVE ANIMATION LAB

Explore the motion in 3D.

Rotate the creature, scrub the motion, and inspect the skeleton. Available studies include Plant Monster, Rock Elemental, Squirrel, and WispWhelk.

OPEN ANIMATION LAB >

Animation and rigging by Christopher Myers, except where noted on the portfolio. Models and textures created by their respective artists; assets owned by their respective studios.