

# Paul Metcalfe

## Pro VR/Game Animator

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### Paul Metcalfe

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[www.pixeltronik.com](http://www.pixeltronik.com) - animation & tech portfolio

[my linkedin](#)

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### Skills

- 20+ years of VR/Game industry experience working with premiere studios such as EA Games, The Void, Disney and Sony
  - 8 years working at premium immersive VR LBE companies
  - 12 years working at EA Games as an Animation Director
  - Skilled mocap (body/face) capture, acting, cleanup, retargeting and hand-key animator
  - Character rigging using Maya HumanIK and Advanced Skeleton
  - Experienced with Unreal, Unity, Maya, SteamVR Tracking, Optitrack Tracking, MetaHuman Animator, Unity Mecanim, Character Creator 3, Perforce
  - I own an in-house Optitrack and Xsens motion capture studio creating high quality believable character animations
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### Experience

#### Limitless Flight JUMP (VR Wingsuit Simulator) / R&D Director

APRIL 2022 - JUNE 2024, BLUFFDALE UTAH

Joined during the startup phase to plan and implement full body guest tracking and flight system. Coordinated Unreal development team to deliver fully immersive wingsuit flight experience with sensory effects. Created avatar content and in-experience avatar operators to interact and instruct guests. The JUMP simulator is the world's leading premium VR experience using Unreal 5.3 with stunning visuals and 4.9/5 guest reviews. Learn more at [Limitless Flight](#).

#### Mocap Central / Founder & Animator

MARCH 2023 - PRESENT, DRAPER UTAH

Founder of an indie motion capture studio [www.mocapcentral.com](http://www.mocapcentral.com) creating professional Unreal and Unity animation packs for game developers.

#### Mursion Inc / R&D Lead Animator

APRIL 2021 - APRIL 2022, REMOTE

Worked directly with the CTO creating the company's next generation of AI driven believable avatars allowing live training with human trainees. My mocap studio was pivotal in capturing the body/face performances to drive avatar emotions during intense conversations. Created many hours of animation content to bring male and female avatars to life in Unity. Unfortunately Mursion has not yet released these next-gen avatars :(

## **The Void (VR Experiences) / R&D Manager & Animation Dir.**

MARCH 2016 - NOVEMBER 2020, PLEASANT GROVE UTAH

The Void was revolutionary in creating immersive VR and sensory experiences bringing the physical and digital worlds together. I joined the dev team during startup to help guide their character animation pipeline, my role grew into the R&D team project lead helping create new VR illusions and full body guest tracking. We collaborated with major IP's to create exclusive VR experiences such as Ghostbusters: Dimension, Star Wars: Secrets of the Empire and Jumanji: Reverse the Curse. Covid wasn't kind to LBE's and the company closed in Nov 2020 :(

## **Electronic Arts / Animation Dir.**

MARCH 2003 - FEBRUARY 2016, REDWOOD SHORES & SALT LAKE CITY STUDIOS

Animation director across multiple game genres and platforms; mobile, console and PC. Directed animation pipeline and reviews across animation teams ranging from 5 to 25 animators. Notable games include The Sims life simulation, Dante's Inferno action adventure and The Simpsons Game platformer.

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## **Inspiration**

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My career spans many dev teams taking on roles from Animator, Animation Dir., Producer, Project Manager and R&D Lead, but I'm happiest when I'm hands on animating digital characters and bringing them to life. VR has been the most rewarding medium so far, its emotional immersive effect on participants is truly life changing. I want to continue to work with smart dev teams creating highly believable avatars to heighten the emotional experience.

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## **Education**

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### **Exeter College of Art & Design / Bachelor's Tech Degree**

1987 - 1989, EXETER UK

A multidisciplinary art degree course that allowed me to discover how to communicate my ideas visually. The 1995 release of Toy Story fired my passion for 3D. In 1997 I completed a 3D Animation course in the Bay Area (CA) before starting my first game animator job at Midway Games,