

Derek Bonikowski

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Skills

16 years of animation experience in video games and television. Strong knowledge of Maya and MotionBuilder. Experience with character animation, acting, layout, stop-motion and motion capture. Shipped multiple AAA titles with first- and third-person character and vehicle animations. Excellent communication, mentoring, and organization. Extracurricular interests include gaming, Kung Fu, reading, running, and animation.

Shipped Titles

Donkey Kong Country Tropical Freeze

Mario Kart 7

Donkey Kong Country Returns

Metroid Prime Trilogy

Metroid Prime 3: Corruption

Metroid Prime 2: Echoes

Metroid Prime

Television Projects

Hormone High: Pilot

Celebrity Deathmatch: Season 3-5

Experience

SENIOR ANIMATOR, RETRO STUDIOS, INC. AUSTIN, TX 2000 - PRESENT

Responsible for 1st and 3rd person in-game animations, cinematic, character, and environmental animations. Created signature features, such as the grapple beam and morph ball transitions, for the *Metroid Prime* Trilogy, and ground-pound for *Donkey Kong Country*. Created signature character personalities for Dixie and Cranky Kong. Supervised layout, scripted, and animated cinematics for all titles. Solely responsible for intro boss battle cinematics, and many in-game animations.

ANIMATOR, CELEBRITY DEATHMATCH NEW YORK, NY 1999 - 2000

Produced five seconds a day of quality stop-motion animation from background and crowd shots to such main events as Eminem vs. Kid Rock and Napoleon vs. Joe Pesci. Hand picked to join the team to create a pilot episode for Eric Fogel's follow-up animated television venture.

Education

B.S. 1998 University of Texas at Austin - Radio, Television, Film Program

School of the Art Institute of Chicago, Animation Program 1994-1996

References

References available upon request.