

Quincy Muzik

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SUMMARY OF QUALIFICATIONS

- Demonstrated knowledge of Motion Capture/Virtual Production usage and pipelines across various disciplines.
- Developed software tools to automate parts in both areas of pre/post-production pipelines.
- Designed/Implemented pipelines in various areas of content creation and pre/post-production.
- Collaborated and supported talent during performance capture shoots.
- Advanced communication skills demonstrated in teams consisting of animators, artists, and engineers.
- Cleaned/retargeted motion capture data to character rigs for the animation pipeline.

EDUCATION AND CERTIFICATIONS

University of Wisconsin – Stout || Menomonie, WI

Bachelor of Science in Computer Science || Minor in Mathematics

January 2025

Riverland Community College || Austin, MN

Associate in Applied Science in Computer Technology

May 2021

TECHNICAL SKILLS

- | | | | |
|-----------------|--------------------|-------------------|---------------------|
| • Maya | • Unity Engine | • DaVinci Resolve | • Operating Systems |
| • Motionbuilder | • Vicon Shogun | • C++ / C# | • Retargeting |
| • Unreal Engine | • OptiTrack Motive | • Python | • AV Equipment |

SIGNIFICANT EXPERIENCE

Motion Capture Specialist / Owner, SCUBA Q Multimedia, Austin, MN

August 2024 – Present

- Created my freelance business with personal branding, blog, and social media pages that specializes in content creation and Virtual Production that can be combined with SCUBA Diving.
- Used MoveAI to record performers motions and then export them as FBX format.
- Performed retargeting with mocap data and created animation reels for portfolio showcasing.

On Campus Motion Capture Volunteer, UW – Stout

November 2022 – December 2024

- Assist Stout faculty and graduate assistant in running/calibrating the on campus Vicon Motion Capture system.
- Mark up talent for data tracking.
- Use Vicon shogun live to record data and Vicon Shogun post to clean data.
- Export data as FBX for Maya, Motionbuilder, or Unreal Engine.

Rig Skeleton Generator Project, Python / Autodesk Maya, Personal Project

October 2023 – April 2024

- Created a Python tool for Autodesk Maya that generates a bipedal character skeleton.
- Uses a GUI system that allows the user to name the skeleton, select number of fingers, etc.
- Stores skeleton inside a locator point to allow scaling and transformation.]

Motion Capture Job Shadow, Haptix Studio, Lansing, MI

August 2023

- Shadowed General Supervisor John Allison, Motion Capture Technician Paul Powell II, Technical Artist Colleen Little, and Virtual Production Specialist Billy Scharf for one week to gain insight into daily operations/workflows.
- Participated in two Motion Capture recording sessions with in-house OptiTrack system.
- Marked up talent and props for Motion Capture shoots.
- Calibrated the in-house OptiTrack system before shoots.
- Cleaned previously recorded Motion Capture take data with OptiTrack Motive software and exported it for retargeting.
- Learned the ROM Retargeting workflow for motion capture data in Autodesk Motionbuilder.