

Duke Sanchez

duke.a.sanchez@gmail.com - (416) 270 4768 - Toronto, ON

PORTFOLIO -

dukesanchez.ca

WORK EXPERIENCE

People Can Fly

Jan 2024 – Present

Senior Animator

Toronto, ON

- Created gameplay animation across locomotion, melee, weapons, vehicles, cover, and traversal systems for AAA projects
- Owned animation from prototyping and polish through export and in-engine testing
- Collaborated closely with animation leads, tech animation, and cross-discipline teams through regular reviews and iteration
- Iterated on animation timing, responsiveness, readability, and quality based on review and in-engine testing.

Ubisoft

June 2018 – Aug 2023

Animator

Toronto, ON

- Created polished animations and integrated them into the game engine, repeatedly testing, troubleshooting and debugging
 - Worked on several production pipelines including Gameplay, AI and Cinematics, often collaborating with the design and programming team
 - Assisted with motion capture shoots. Brainstorming, Prototyping and acting
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Unannounced Project

July 2026 – Present

- Created enemy AI locomotion animations, balancing character weight, movement direction, responsiveness, and technical requirements
- Exported and tested animation assets in-engine, iterating based on review

Unannounced Project

Feb 2026 – July 2026

- Owned development of a weapon animation set from prototype through polish and engine implementation, collaborating with Technical Animation throughout integration
- Created vehicle animation set, iterating through export, implementation, and in-engine testing to meet gameplay requirements

Gears of War: E-Day

Jan 2024 – Feb 2026

- Contributed to multiple player gameplay systems including locomotion, melee combat, cover mechanics, and traversal sequences
- Key-framed weapon melee attacks, enemy attack reactions and close-quarters animations
- Created and iterated on cover poses and gameplay silhouettes to improve clarity and player feedback
- Supported pre-visualization and pose development for animations that were later refined through mocap and polish passes

Splinter Cell Remake

Oct 2022 – Aug 2023

- Responsible for creating Player Takedowns as well as locomotion, interaction and traversal animations
- Worked closely with Animation TD to ensure the quality of the integration of the animations
- Collaborated with Animation Director during Pre-production to visualize and prototype Takedowns and Locomotion

Avatar: Frontiers of Pandora

Jan 2022 – Oct 2022

- Working with Director and Leads to create realistic cinematic animations including camera movements
- Contributed to the early cinematic pipeline by producing, exporting, and validating animations while collaborating with Animation TDs to resolve technical issues

Mythic Quest (TV)

Aug 2021 – Dec 2021

- Key-framed various animations such as lip syncs, bipedal and avian flight
- Retargetted and implemented animations into Unity engine

Watch Dogs Legion + Bloodline

June 2018 – July 2021

- Delivered diverse player takedown animation sets, ensuring consistency across characters and situations
- Created AI-driven and scripted animation events that triggered in response to gameplay conditions

EDUCATION

Durham College

Oshawa, ON

Sept 2015 – Sept 2018

Animation and Digital Production - Ontario College Advanced Diploma

CERTIFICATIONS, SKILLS & INTERESTS

- **Skills** – Maya, Motionbuilder, Blender, C4D, Unreal Engine, Adobe Suite
- **Interests** – Mixed Martial Arts, Design, Photography, Travel, Motorcycles