Maura Kurp
Motion Capture Tools Developer

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Summary

Experienced in Vicon and Lightstorm/Giant motion capture systems from capture through post-production.
Optimizes animation pipelines by developing Python tools for motion capture software, MotionBuilder, and Maya.

Experience

Sony Interactive Entertainment | Los Angeles, CA
Motion Capture Technician Intern, June 2019 - Sept 2019

• Tracked, retargeted, and edited data for a variety of AAA titles using Giant Identify and Nuance

• Boosted pipeline efficiency by building multiple tools to safely manage and transfer Giant files

• Assisted stage technician as MotionBuilder operator to provide clients with previsualization of digital assets

Projects: MLB The Show '20, The Last of Us Part II, other unannounced titles

ExCITe Center, Brian Sanders' JUNK | Philadelphia, PA
Motion Capture Technician/VR Developer, April 2019 - June 2019

• Assisted production of 3D stereoscopic VR films for a professional dance company using Samsung 360 Round camera

• Captured, cleaned, and retargeted a wealth of challenging data for use in "2nd Sanctuary" VR experience

• Organized pipeline structure for management of several terabytes of video footage, mocap data, and digital assets

• Set up, maintained, and transferred production equipment for use in locations throughout Philadelphia

Procedural Expression Lab | Philadelphia, PA
Programmer/Research Assistant, July 2018 - March 2019

• Collaborated on development of mobile exergame, "StepQuest"

• Used Mongodb and Node JS to store and access player data to/from game server

• Implemented C# code in Unity to develop game UI

• Analyzed user research to design game rules that adjust to players' needs based on interactions with one another

Shipped Titles

MLB The Show '20

Skills

Vicon Shogun, Blade
Giant Identify, Nuance
MotionBuilder, Maya
Faceware Analyzer, Retarger
Python, PyQt5
C#, Unity
Linux, Windows OS

Education

**Drexel University
Philadelphia, PA**

Bachelor of Science in Animation and Visual Effects (graduation: June 2020)

Extracurriculars

President of Drexel University Motion Capture Club (2018 - 2020)

One of the four founders of the club with the goal to allow all students to learn motion capture.