

Objective

To obtain an engaging Technical Artist position at a video game company that celebrates innovation, self-motivation, and collaboration while working with passionate and excited individuals to make world class games.

Skills

- Maintain production pipelines, providing technical support for artists.
- Develop tools, scripts, and plugins to streamline processes and solve technical issues.
- Able to act as a bridge between Art and Engineering departments to smooth production flow.
- Create original art, animations, and game assets as directed by management, and optimized to fit within performance budgets.
- Help define and address technical design requirements and issues during pre-production.

Software

Autodesk Maya	Python
Adobe Photoshop	MEL
Pixelogic Zbrush	GLSL
Quixel Suite	Radiant (CoD)
Perforce	Unreal Engine 4
xNormal	Unity

Shipped Titles

Call of Duty 4: Modern Warfare – Remastered (2017)
Call of Duty: Black Ops III (2015)
Burnstar (2015)
Call of Duty: Advanced Warfare (2014)
Aliens: Colonial Marines (2013)
Call of Duty: Ghosts (2013)
Call of Duty: Black Ops (2010)
007: Quantum of Solace (2008)
Enemy Territory: QUAKE Wars (2008)
Luxor 3 (2007)
Medal of Honor: Airborne (2007)
The Office (2007)
25 to Life (2006)
SiN Episodes: Emergence (2006)
Crash Nitro Kart (2003)

Education

Bachelors of Art in Film & Animation (2001)
Rochester Institute of Technology - Rochester, NY

Work Experience

Nerve Software, LLC – *Senior Technical Artist / Senior Animator*
July 2007 – November 2017 Richardson, TX

- Developed and maintained animation, rigging, prop, and level art pipeline scripts and tools for Maya and 3ds Max using Python, MEL, and MaxScript
- Developed Maya level editing pipeline for use with Radiant
- Created custom shaders in GLSL, Unreal, and Unity
- Provided rigging, character animation, prop modelling, and texturing

MumboJumbo formerly Ritual Entertainment – *Art Lead / Animator*
February 2004 – July 2007 Dallas, TX

- Coordinated animation efforts across several AAA titles
- Maintained asset request lists
- Rigging and animation: characters, props and physical effects
- Developed rig standards and provided MEL script animation tool support
- Coordinated all art and animation efforts for several projects
- Established art pipelines for several Next Gen engines
- Established style guides
- Determined technical requirements for asset creation

Red Eye Studios – *Animator*

May 2003 – January 2004 Rochester, NY

- Modeled, rigged, and animated characters for FMVs, sprite animation, and realtime characters for the Gameboy