

## Work

### Cinematic Director & Technical Artist/Animator

*Exato Games | April 2016 - August 2019*

*Shipped Titles: Elo Hell / Echo Star*

#### Cinematics & Animation

- Storyboarding and planning animation, with a love of visual narrative design, from scripts then realizing camera work and choreography in-engine. Able to excel with minimal supervision, but seeking the team's collaboration for feedback and art direction for approval of final product.
- Using excellent communication to manage animation, track progress, and collaborating with art, engineering, management, and external partners to keep track of schedules, alert them of upcoming, and adapt to changing and tight, deadlines.
- Creating character animations with passion for a narrative driven game, working with high volumes of facial and body animations. Using a mix of keyframe animation and mocap data.
- Creating unit, environment, and VFX animations for an RTS/MoBA style game. Paying close attention to deformation that conforms to the anatomy of each character (Including humans and dinosaurs.) Building blendable animations including idles, attacks, and locomotion.
- Modeling props for animation, marketing, and cinematics where needed. Keeping in mind the style of the project and being sure the models and textures fit the "Look & Feel" of the project.
- Rendering cinematics & gameplay screenshots for presentations by product management team.

#### Technical Art

- Implementing animation content and setting up animation blueprints/blending logic, becoming proficient in pipelines already in place.
- Troubleshooting technical issues in pipelines and digital content creation tools. Using background as a problem solver to find creative patch fixes and long-term solutions.
- Prototyping and then realizing custom animation friendly and intuitive rigs for RTS/MoBA game characters and bringing the final skeletons into the game engine with their animations. Being collaborative with modeling teams to establish best practices regarding models for animation.
- Scripting/coding innovative tools for animation and rigging to automate and simplify processes, using technical creativity to find the best solution to each tool. Being sure to prototype and test tools to ensure stability and find opportunities for additional feature sets.
- Responsible for research and development of a facial animation pipeline capable of processing high volumes of facial animation through automation with minimal cleanup using FaceFX. As well as a pipeline for incorporating full body motion capture within Maya into current animation pipeline. Writing documentation of best workflows in each pipeline for other team members.

#### Shaders/Materials

- Using visual design skills to develop shaders with procedural animation for FX animation that maintained the standard for high quality visuals. Shaders contained parameters that could be modified and keyed on an instance level within particle systems. Self-motivated to learn new tools and techniques, and develop new processes.
- Using communication skills to collaborate with team members in other fields to achieve the desired "Look & Feel" for each particle system.

### Production Artist & Director

*Unsolicited Artwork | April 2013 - June 2017*

Using creative design thinking to pitch, plan, design, animate, and edit music videos (With a customer focused, positive attitude) for various musicians. Giving a regular organized presentation of progress and seeking input from each musician to bring their unique voice to the design of their music video.

## Skills

### Software

After Effects - Flash - Maya - FaceFX - Photoshop - Premiere - Toon Boom - UE4 - Unity 3D

### Programming & Scripting Languages

After Effects Expressions - MEL Scripting - Python - C# - Unreal Engine Blueprints

## Education

### Bachelor of Fine Arts in Production Animation

DigiPen Institute of Technology

### Python for Maya: Artist Friendly Programming

Udemy