



# RIGGING ARTIST

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## EDUCATION

### Savannah College of Art and Design

Sept. 2015 – May 2019

Bachelor of Fine Arts in Animation

## WORK EXPERIENCE

### Pro Unlimited on behalf of Electronic Arts

Technical Artist / Jan 2020 – Present

- Worked on in-game character deformations (skin weighting, node driven joint systems)
- Scripted & refactored tools to aid in production
- Worked on R&D for existing systems to push tools further

### Adsync Technologies

3D Artist / Oct 2019 – Jan 2020

- Modeled & UV mapped environments based on photo reference in 3ds Max
- Optimized models for game engine efficiency

### iDTech/Alexa Cafe

Instructor / June 2018 – July 2019

- Taught 3D modeling and game design to high school students
- Mentored young women interested in STEM fields

## SOFTWARE

### Autodesk

Maya, 3ds Max, Python & Mel scripting

### Game Engine

Unreal, Frostbite, visual scripting, asset integration

### Zbrush

Topogun, UV Layout, Marmoset, Nuke

### Adobe

After Effects, Premiere, Photoshop

## ADD. PROJECT EXPERIENCE

### Moon Seed

2019 Short Film

Rigger, Animator, Composer

- Rigged & animated main characters
- Worked with all aspects of 3D pipeline
- Gained production & pipeline management experience

### Pontil

2019 Video Game

Rigger

- Rigged 2 main characters
- Rigged for Unreal Engine 4
- Worked closely with art director/animators