

Primary Skills

- rigging
- pipeline management
- scripting

Software / Languages (proficient)

- maya
- photoshop
- c++
- mel

Secondary Skills

- particles and dynamics
- texturing

Software / Languages (familiar)

- 3ds max
- particle illusion
- zbrush
- c#
- actionscript
- python

Professional Freelance Experience

Hug 3D - *Rigger*

October 2008

- Rigged main character for animated short
- Developed squash and stretch solution for character's body
- Completed work within short deadlines

3D Central - *Rigger*

May - October 2008

- Rigged five different animals
- Developed uniform rig for quadrupeds
- Provided quick turnaround on technical revisions
- Consistently met required deadlines

Other Related Experience

Ride (student animated short) - *Technical Artist*

April - September 2008

- Mom rig
- Spaceship and other mechanical rigging
- Astroid field and blast off particle dynamics

Dicentra (student game production) - *Technical Director*

September 2007 - March 2008

- Developed content pipeline for the Source engine
- Managed production with other leads
- Technical problem solving

Education

The Art Institute of Portland

December 2008

- Bachelor of Fine Arts in Game Art and Design
- Graduated with honors