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Objective:
To continually push the technical limits in creating cutting edge computer generated entertainment

Professional Experience:

April 2016-present - Pocket Gems, San Francisco, CA
　　Lead Technical Artist
- Oversee future develop and project planning for art depart
- Direct long term vision of technical workflows and pipeline
- Scheduling and day to day task assignments
- Write tools and scripts to increase artist efficiency

April 2015-April 2016 - Telltale Games, San Rafael, CA
　　Director of Technical Art
- Supervise team of 9 technical artists
- Direct long term vision of technical workflows and pipeline
- Scheduling and day to day task assignments
- Write tools and scripts to increase artist efficiency

Nov 2013-April 2015 - GREE International, San Francisco, CA
　　Lead Technical Artist for Mobile Strategy Studio
- Lead a team of 5 technical artists
- Implemented core game functionality and tools (Unity/C#)
  - Created animation and FX API's to interface with engineering
  - Authored and maintained shaders (Unity Shaderlab/CGFX)
  - Maintained asset bundling and deployment process
  - Created interactive game map editor (Unity C#)
- Developed and maintained art tools and pipeline
  - Setup OSX Maya/Python environment
  - Created rigging pipeline (Maya/Python)
  - Developed perforce integration in Maya using P4python API
- Handled Perforce and Maya licensing and admin responsibilities
- Guided artists in efficient asset generation for real time mobile games
- Directed and managed tool pipeline development for 3d art department

June 2012-Nov 2013 - Munkyfun, San Francisco, CA
　　Tools Engineer / Technical Artist
- Implemented core engine features (c++)
  - Additive animation blending
  - Animation time scaling
- Developed and maintained art tools across all art disciplines
  - Created fully automated character rigging pipeline (Maya/Python)
  - Created Mental Ray lightmap baking pipeline
- Authored and maintained shaders (Mental Ray, CGFX, and GLSL)

- ○ Programmed game logic in both LUA(Proprietary) and C#(Unity)
  - ■ Core gameplay
  - ■ UI functionality
- ○ Rigged and animated characters, cameras, and environment props
- ○ Collaborated with artists and other engineers to identify and address technical limitations
- ○ Identified and enforced art technical guidelines
- ○ Mentored junior technical artists

2008-2012 - 38 Studios, Providence, RI

Project Copernicus AAA MMO - Lead Technical Artist
- ○ Built a team of 5 technical artists from the ground up to cover all disciplines
- ○ Identified and scheduled technical art short and long term goals and requirements
- ○ Conducted employee reviews and career development
- ○ Built complete character rigging/animation pipeline in Maya/Python utilizing character retargeting
- ○ Developed character behavior using Natural Motions Morpheme middleware
- ○ Assisted development of environment modular building processes
- ○ Developed and maintained art tools across all art disciplines
- ○ Collaborated with artists and engineers to identify and address technical limitations
- ○ Identified and enforced art technical guidelines

2003-2008 - Tippett Studio, Berkeley, CA

The Spiderwick Chronicles - Lead Animator co-leading team of 30 animators
Charlotte's Web - Lead Animator leading team of 20 animators
The Santa Clause 3: The Escape Clause - Animator
Son of the Mask - Animator
Constantine - Animator
Hellboy - Animator

2001-2003 - Lucasarts Entertainment Co. , San Rafael, CA

Jedi Starfighter Cinematics - Lead Character TD (setup rigging/animation pipeline for cinematics)
Full Throttle 2 - Lead Character TD (setup rigging/animation pipeline for in game and cinematics)

2000-2001 - Tippett Studio, Berkeley, CA

Evolution - Character TD & Animator

1996-2000 - Metrolight Studios, Hollywood, CA

How the Grinch Stole Christmas - CG Supervisor
Red Planet - Animatics
Dragonheart : A New Beginning - CG Supervisor
Poseidon's Fury - Lead Character TD & Animator
Kull The Conqueror - TD & Character Animation

1993-1996 - Catwalk Digital, Charlotte, NC

Various local and occasional national commercial post production - Senior Animator (generalist)

Software
Maya, Unreal, Unity, Natural Motion Morpheme, 3ds Max, Git, Perforce, Photoshop, Z-brush

Programming Languages
Python, C++, C#, Lua, mel, Maya API, Some Objective C

Education
School of Communication Arts, Raleigh, NC - Certificate in Computer Animation

Awards
Nominated for Visual Effects Society award for "Outstanding animated character in a live action motion picture" for Templeton the rat in Charlotte's Web

References available upon request