

Experience

Telltale Games - Technical Artist (Rigging)

2016 - 2018

- ❖ Rigged characters and objects for 7 shipped titles, including Guardians of the Galaxy, The Walking Dead: A New Frontier, and Minecraft: Story Mode.
- ❖ Created and automated new rig features in Maya, including the dynamic simulation/control hybrid rig used to animate the cape in Batman: The Enemy Within.
- ❖ Wrote and maintained internal tools for pipeline and animation support, including a new automated rigging toolset and an animation importer with zero data overhead.
- ❖ Took point in helping Animation and Cinematics troubleshoot character and pipeline issues.

Golden Glitch Studios - Technical Artist (General)

2013 - present

- ❖ Implemented a unique environment asset pipeline, shaders, and lighting to support a 2D/3D hybrid graphical style for the Unity game "Elsinore".
- ❖ Rigged all characters and objects in the game and retargeted animations to five different rigs.
- ❖ Implemented all visual effects in the game, including particle systems and post effects.

Disney Research Pittsburgh - Lab Associate

2010 - 2012

- ❖ Supported the research team by developing pipelines to showcase new tools visually.
- ❖ Rendered results in Maya and compiled and edited conference submission videos.

Panasonic Electric Works (Japan) - Software Engineering Intern

2009

- ❖ Designed and prototyped an application that used input from sensors to automatically search the Internet and parse relevant results.

Other Projects

Adventure Game - "Socrates Jones: Pro Philosopher"

2013

- ❖ A 2D Flash game that re-appropriated Ace Attorney mechanics to teach moral philosophy and debate in an entertaining way, made for the CMU Philosophy .
- ❖ I did almost all of the programming, art, and UI design.

Alternate Reality Game - "The Wall Will Fall"

2012

- ❖ Contributed writing, art, and design for tvtropes.com's official alternate reality game.

Education

Carnegie Mellon University

December 2011

- ❖ Bachelors of Science in Computer Science
- ❖ Minor in Japanese
- ❖ QPA: 3.43

Skills

Maya

Rigging, Modeling, Python, MEL

Photoshop

Texturing, Image Editing

Unity

C#, Mecanim, Shaders, Particle Systems

Premiere

Video Editing

Programming

C, C++, Java, ActionScript

Pipeline

ZBrush, MotionBuilder

Version Control

Mercurial, Plastic, Perforce

Productivity

Jira, Trello, Confluence