Val Reznitskaya ///

Technical Artist
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ArenaNet LLC—Technical Artist (Cinematics) — 2018 - Present

- ❖ Supported the Cinematics team by resolving pipeline issues, building rigs based on custom needs, and developing new Maya tools.
- ❖ Took ownership of the in-house motion capture system and pipeline—maintained the hardware, ran shoots, and cleaned/delivered data.
- ❖ Implemented improvements to streamline an aging rigging system.

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, including the dynamic simulation/control hybrid rig used to animate the cape in "Batman: The Enemy Within."
- ❖ Developed and maintained internal tools for pipeline and animation support.
- ❖ Helped troubleshoot character and pipeline issues.

Golden Glitch Studios—Technical Artist (General) — 2013 - 2020

- ❖ Supported the Unity game "Elsinore" as the sole technical artist on the team.
- ❖ Implemented a unique environment asset pipeline, shaders, and lighting to create a 2D/3D hybrid graphical style.
- ❖ Rigged characters and objects, retargeted animations, and implemented effects.

Independent Game Developer — 2013 - Present

- ❖ Worked on freelance rigging projects for multiple studios including Skybound Stories and Mobius Digital.
- ❖ Owned the programming, art, and UI design for the 2013 Flash game "Socrates Jones: Pro Philosopher" and its in-progress Unity port.

Disney Research Pittsburgh—Lab Associate — 2010 - 2012

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

Carnegie Mellon University—Bachelors of Science in Computer Science — 2011

MAYA

Rigging
Technical Animation
Python/MEL/PyMEL
Custom Pipelines

DCC

MotionBuilder
Optitrack Motive
Unity
ZBrush
Photoshop
Premiere

PROGRAMMING

C/C++/C#
Python

VERSION CONTROL

Perforce
Mercurial
Git
Plastic SCM

PRODUCTIVITY

Jira
Trello
Confluence
Technical Writing