

# Andrew De Spain

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## Technical Animator • Character TD • Technical Rigging Artist

Technical animator skilled in rigging, skinning, and character integration using Autodesk Maya and Unreal Engine 5. Experienced in developing pipelines, tools, and animation systems to improve workflows and deliver high-quality character assets.

## KEY ACHIEVEMENTS & AWARDS

- Integrated Characters to Unreal/Proprietary engine under tight production deadlines.
- Student Led and mentored a team of five student Technical Directors.

## MAIN KEY SOFTWARE SKILLS

Maya | Unreal Engine 5 | Python | PyQt | Adobe Suite | Jira | Perforce

## FAMILIAR WITH

Houdini | Blender | Substance Painter | Zbrush

## EXPERIENCE

### Halo Studios (Aquent)

#### Redmond, WA August 2024 - Present *Gameplay Technical Animator*

- Rigged and integrated hero vehicle and additional Halo vehicles into Unreal and proprietary Stitch engine.
- Tuned hero vehicle parameters to closely replicate original Halo gameplay feel.
- Additional contributions pending.

### Neon Machine Inc.

#### Seattle, WA August 2023 - September 2024 *Associate Technical Animator*

- Developed character customization pipeline, integrating 100+ clothing assets and character meshes.
- Managed and debugged 10 character systems, ensuring animation integrity during updates.
- Created and refined cloth simulations to meet artistic character goals.
- Preserved 30 vehicle animations and built 15 environment prop variations using Blueprint systems.
- Contributed to multiple R&D initiatives focused on character and vehicle systems.

### Brigham Young University

#### Provo, Utah January 2022 - May 2023 *Rigging Technical Director (Research Assistant)*

- Led and mentored a team of five Technical Directors, delivering high-quality facial and body rigs for student films.
- Developed and optimized 15+ character and RTS tower rigs for a student video game, ensuring engine-ready performance.
- Created rigging solutions to improve animation workflow efficiency and collaborated closely with animators to meet artistic goals.
- Produced three animated shots and assets for film and game projects under animation team direction.

## EDUCATION

BFA in Animation, Brigham Young University – Provo, UT

AAS in Animation, Salt Lake Community College – Salt Lake City, UT