ABRAHAM ABDALA

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SPECIALTIES

- Rigging
- Tool Development
- Dynamic Simulations (Rigid Bodies, Cloth, Hair Systems)
- Python, C++, MEL
- Training curriculum development & Teaching

WORK EXPERIENCE

Sr. Tools Programmer – HiRez Studios

August 2020 – present

- Develop pipeline and DCC tools.
- Write Technical Documentation
- UE4 plugins and training documentation

Part-Time Professor – SCAD Atlanta

September 2020 - present

- Teaching different facets of game development.

Lead Technical Animator – HiRez Studios

November 2016 – August 2020

- Responsible for supervising and guiding the rigging team in the creation, technical integrity, setup, and implementation of high quality characters, weapons and prop rigs inside and outside the game engine.
- Develop tools to streamline character/object rigging and animation pipelines.
- Character/Weapon production pipeline design.
- Train new hires and current tech artists in latest rigging techniques and procedures.

Lead Technical Animator – Trendy Entertainment, INC

June 2012 – November 2016

- Responsible for approving and creating character/object rigs and skinning (in-game and cinematics).
- Dynamic simulations with rigid bodies, hair systems and cloth.
- Responsible for the technical integrity, setup, and implementation of characters, weapons, props, and several other featured systems to the game engine.
- Developing tools to streamline character/object rigging and animation pipeline built in MEL and Python.
- Responsible for in-game cinematics' setup, compositing, post effects and final render.
- Responsible for motion graphics used in our game's main menu screen and marketing videos.

*Senior Technical Animator – * **Microsoft R&D Team**
February 2015 – February 2016

- Responsible for creating all character/props rigging and skinning.
- Rig setups for real-time dynamic simulations.
- Developed several proprietary pipeline tools built in Python.

*Stereo Compositor/Technical Director/Lead Training Specialist – * **Legend 3D**
January 2011 – July 2012

- Compositing, tracking, clean plates, roto/paint, converting 2D to stereoscopic 3D for feature film.
- Developing proprietary tools for Nuke built in C++ & Python.
- Training new hires and current artists in the latest compositing techniques and tools.

*Faculty (3D Modeling/ Animation) – * **NewSchool of Architecture & Design**
July 2011 – December 2011

- Teaching students the 3D modeling, texturing, lighting, animation and rendering process and techniques.

*3D Generalist/Technical Artist – * **Animatic Media**
August 2009 – August-2010

- Rigging, animating, modeling, texturing, and rendering characters, environments and props for Mountain Dew Distortion commercial spot, Sesame Street short, and several 3D animatic projects.

*3D Generalist & Motion Graphics - * **Poker Training Network**
January 2009 - September 2009

- Modeling, texturing and rendering Poker props for game assets and motion graphics.

EDUCATION

C/C++ Programmer - UCSD Extension
September 2020

M.F.A. in Visual Effects - Lynn University
Boca Raton, FL <u>*Honors Graduate:*</u> *"Best of Show"* **Thesis Award**
December 2010

B.F.A. in Computer Animation - Lynn University
Boca Raton, FL <u>*Honors Graduate:*</u> **Class Valedictorian**
December 2008