ABRAHAM ABDALA
Technical Artist – Pipeline TD

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SKILLS

- Pipeline and tool development for rigging and animation workflows
- Team management, leadership and mentoring
- Rigging (face, body, props)
- Dynamic Simulations (Cloth, Hair, Rigid Bodies)

- Python, C++, C#, MEL
- PyQt, Maya API, MotionBuilder API, 3D Math
- Unreal Engine animation systems implementation and workflows
- Developing training curriculum

WORK EXPERIENCE

Sr. Technical Art Supervisor – **PlayStation Studios** *May 2021 – present*
- Manage, guide and mentor technical artists, with varying levels of experience, across multiple projects.
- Design, maintain, and review stable and scalable tools and systems for specific projects or global use.
- Design, support and implement pipelines and workflows for technical art and other disciplines.
- Collaborate with engineering and art for new infrastructure and feature requests.
- Supervise deformation and control rig creation and implementation including skeletons, skinning, cloth, rigid body and ragdoll physics, animation blueprints, blending and retargeting.
- Work with production and other department managers and leads defining workflow solutions, project planning, goal setting, growth opportunities and staffing.
- Interact with vendors to properly implement/integrate tools and system environments.
- Build and maintain technical and training documentation.
- Technical support for content teams.
- Collaborate with R&D projects involving animation, dynamics, machine learning, real time rendering, etc.

Sr. Tools Programmer – **HiRez Studios** *August 2020 – April 2021*
- Design, develop and maintain stable and scalable pipeline systems and DCC tools for multiple teams.
- Provide technical support for artists of different departments.
- Collaborating with engineering and department leads to resolve production workflow needs.
- Technical documentation.
- UE4 plugins and training documentation.

Part-Time Professor – **SCAD Atlanta** *September 2020 - June 2021*
- Teaching different facets of game development.
- Training and curriculum development

Lead Technical Animator – **HiRez Studios** *November 2016 – August 2020*
- Managed, mentored and guided the character tech art team in the creation, technical integrity, setup, and implementation of high-quality characters, weapons and prop rigs inside and outside the game engine.
- Worked closely with production and other department leads/managers to establish workflows, pipelines and growth opportunities for the team.
- Designed and developed tools to streamline the rigging and animation pipelines.
- Character/Weapon production pipeline design for multiple projects.
- Train new hires and current tech artists in the latest rigging techniques and procedures.

Lead Technical Animator – **Trendy Entertainment, INC** *June 2012 – November 2016*
- Managed and mentored a team of technical artists and animators.
- Responsible for approving and creating character/prop 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.
- Developed tools and systems to streamline the rigging and animation workflow and pipeline.
- 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.
- Collaborate with multiple departments to resolve immediate and long-term production needs.

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*
- Taught 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