

ABRAHAM ABDALA
Technical Artist – Pipeline TD

Phone: 619-362-2984 | Email: abdala.abe@gmail.com | abrahamabdala.com

SKILLS

- Pipeline and tool development for rigging, animation and art production 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/Unity Engine animation systems implementation and workflows
- Developing training curriculum

WORK EXPERIENCE

Lead Technical Animator – Ubisoft (Red Storm Entertainment) July 2024 – present

- Manage and mentor a team of technical artists and animators.
- Work with character, and animation teams defining and creating rigs, control interfaces, tools and workflows.
- Collaborate with partner studios in the development of asset pipelines providing feedback on ideas, features, game-play, and process.
- Worked closely with engineering to create and maintain engine and DCC tools and pipelines for rigging and animation initiatives.
- Build and maintain technical and training documentation.
- Technical support for content teams.

Sr. Technical Art Supervisor – PlayStation Studios May 2021 – July 2024

- 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 animation, rigging, environment and character art.
- 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.

More work experience can be found on my [website](#).

EDUCATION

C/C++ Programmer - UCSD Extension

September 2020

M.F.A. in Visual Effects - Lynn University

Boca Raton, FL Honors Graduate: "Best of Show" Thesis Award

December 2010

B.F.A. in Computer Animation - Lynn University

Boca Raton, FL Honors Graduate: Class Valedictorian

December 2008