

ABRAHAM ABDALA

Technical Artist

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SPECIALTIES

- Pipeline and tool development
- Rigging (facial, body, props)
- Dynamic simulations (Rigid Bodies, Cloth, Hair Systems)
- Python, C++, C#, MEL
- Training curriculum development & teaching

WORK EXPERIENCE

Sr. Technical Supervisor – PlayStation Studios May 2021 – present

- Writing, maintaining and customizing tools for specific projects or global use
- Design and maintenance of pipeline and workflows for tech art and animation
- Collaborate with engineering and art for new infrastructure and feature requests
- Write technical and training documentation
- Work with Production Managers and other department leads to define workflow solutions, project planning, setting goals and proper staffing
- Interact with vendors to properly implement/integrate tools and system environments
- Manage and train technical artists in department workflows, provide coding standards and reviews
- Technical support for content teams

Sr. Tools Programmer – HiRez Studios August 2020 – April 2021

- Develop pipeline and DCC tools
- Provide technical support for artist
- Write 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

- 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 the 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 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