**ABRAHAM ABDALA**  
**Technical Artist – Pipeline TD**

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**SKILLS**

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| * 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***](https://abrahamabdala.com/)***.***

**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*