

ADRIAN MELIAN

TECHNICAL ARTIST, ANIMATOR, MAKER OF THINGS



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SUMMARY:

Vision driven Technical Artist and creative leader with a uniquely blended background in animation, design, and programming. Bridging visual creativity with technical execution. Over 14 years of game industry experience, with over 10 shipped titles. Leads teams towards building tools and pipelines that elevate production efficiency and artistic integrity.

PROFESSIONAL SKILLS:

Disciplines:

Rigging, animation, modeling, tools, scripting, game-design, gameplay-programming, graphic design.

Software:

Maya, Unreal, Unity, ZBrush, Painter, Git, Perforce.

Languages:

Python, PyQt, PyTorch, C++, C#, Lua, Hugo.

WORK EXPERIENCE:

SLEDGEHAMMER GAMES | LEAD TECHNICAL ARTIST

Remote | Jan 2020 – Present

Titles: Vanguard (2021), MW3 (2023), Unannounced Title (2026)

- ML Research for auto skinning characters.
- Led the Character Tech Art team; trained and managed internal and OS artists.
- Developed and maintained character, animation, and rigging workflows.
- Created proprietary tools for animation, rigging, game preview, and cloth simulation.
- Skinned high-fidelity characters, including celebrity likenesses like Snoop Dogg.
- Balanced and optimized character assets for in-engine performance.

VARIOUS STUDIOS | TECHNICAL ARTIST

Bay Area, CA | 2009-2019

Titles: Meta Horizon (2019), South Park: The Fractured but Whole (2017), Broken Age (2014), etc.

I contributed to a wide range of game and interactive projects as a Technical Artist and 3D Generalist. Held roles at studios including Double Fine, Ubisoft, and Meta, where responsibilities spanned rigging, modeling, animation, prototyping, and tool development. Created tools to support artist workflows and prototyped various gaming experiences.

More details and work samples are available on adrianmelian.com or [LinkedIn](#).

EDUCATION:

ART INSTITUTE OF CALIFORNIA – SAN FRANCISCO

B.S. in Media Arts & Animation | Sep 2006 – Dec 2010

Best Portfolio Award 2010

SUNY SULLIVAN – NEW YORK

Graphic Design | Aug 2004 – Aug 2006