ADRIAN MELIAN

TECHNICAL ARTIST

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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. Equally adept at prototyping VR games or refining animation rigs for blockbuster titles, with a passion for empowering artists through intuitive, design-conscious systems.

Skills

DISCIPLINES

Technical Art, rigging, animation, modeling, tools, pipeline, scripting, graphic design, game design.

SOFTWARE

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

LANGUAGES

Python, MEL, Qt, C++, C#, Lua, Hugo.

Experience

SLEDGEHAMMER GAMES — EXPERT TECHNICAL ARTIST

Remote | Jan 2020 – Present
Titles: Vanguard (2021), MW3 (2023), Unannounced Title (2026)

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, and cloth simulation
Skinned high-fidelity characters, including celebrity likenesses like Snoop Dogg
Balanced and optimized character assets for in-engine performance

TECHNICAL ARTIST

Bay Area | Various Studios - 2009–2018

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. These foundational years established a strong balance between visual fidelity and technical execution across platforms and pipelines.
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

A.S. in Graphic Design | Aug 2004 – Aug 2006

Communication

Authored internal style guides, tech tutorials, training documents, and pipeline documentation. Frequently collaborated with cross-discipline teams, from art to engineering. Delivered presentations, live demos, and 1-on-1 training to onboard artists and support adoption of new tools.

Leadership

Led Sledgehammer's Character Tech Art team on three Call of Duty titles. Managed, trained, and art-directed internal and offshore artists. Oversaw large-scale rigging and skinning pipelines with consistent quality control. Delegated tasks, reviewed work, and maintained consistency across complex multi-project pipelines.