

Professional Summary

Technical Artist specializing in workflow optimization, asset pipelines, and automation for AAA development. Proven efficiency gains through Python, MaxScript, and Maya API tooling; strong collaboration across Animation, Design, and Engineering; and a consistent focus on reliability, usability, and scale.

Core Skills

Programming	Python (Maya API, PyQt), MaxScript, MEL, Bash, Git, Perforce, Jenkins
DCC/Engines	Maya, 3ds Max, Unreal Engine 5, Unity, Substance Painter
Focus	Character rigging, pipeline development, batch tooling, workflow automation

Professional Experience

Mar–Apr 2025	Technical Artist (Contract) , <i>Anuttacon via GoDemic</i> , Remote <ul style="list-style-type: none">Developed automated asset tools with iterative feedback integration (Python/MaxScript)Designed optimized asset development pipelines enhancing throughput and reliabilityMaintained Jenkins-based validation for batch conversions and multi-platform builds
Nov 2024–Mar 2025	Technical Animator (Contract) , <i>Hi-Rez Studios</i> , Alpharetta, GA <ul style="list-style-type: none">Ported and reworked characters for Smite 2 in Unreal Engine 5Developed Python/MaxScript tools for automatic asset setup within UE5 pipelinesCollaborated across Animation, Design, QA to ensure milestone delivery
Aug 2023–Oct 2024	Associate Rigging Artist , <i>Hi-Rez Studios</i> , Alpharetta, GA <ul style="list-style-type: none">Ported characters/cosmetics from UE3 to UE5 for Smite 2 productionAuthored MaxScript batch tools, reducing asset processing time by 25%Rigged new playable characters and debugged complex rig/skin issues
Aug 2022–May 2023	Rigging Intern , <i>Hi-Rez Studios</i> , Alpharetta, GA <ul style="list-style-type: none">Weight painted cosmetic assets to production standards under tight schedulesBuilt small optimization scripts for frequent rigging tasks

Technical Projects & Achievements

- Process Automation & Error Reduction**, *Hi-Rez Studios*
- Automated conversion pipelines, reducing manual work by **60%** and asset-related bugs by **40%**
- GUI Tooling for Repeatable Processes**, *Internal Development*
- Designed GUI-driven tools that made complex workflows accessible to non-technical users
 - Impact:* Shortened onboarding time and reduced senior-staff dependency
- CI/CD Implementation**, *Anuttacon Contract*
- Configured Jenkins automation for validation and multi-platform builds; maintained a **99% success rate**
 - Impact:* Reduced manual QA time by **40%**; increased deployment reliability

Education

May 2023	BFA, Animation and Game Design , <i>Cleveland Institute of Art</i> , Cleveland, OH
	Senior Project: Automated Rigging System for Game Characters