

## 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

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

## Professional Experience

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

## Technical Projects & Achievements

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| <b>Process Automation &amp; Error Reduction</b> , <i>Hi-Rez Studios</i> <ul style="list-style-type: none"><li>Automated conversion pipelines, reducing manual work by <b>50%</b> and asset-related bugs by <b>25%</b></li></ul> |
| <b>GUI Tooling for Repeatable Processes</b> , <i>Internal Development</i> <ul style="list-style-type: none"><li>Designed GUI-driven tools that made complex workflows accessible to non-technical users</li></ul>               |

## Education

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| May 2023 | <b>BFA, Animation and Game Design</b> , <i>Cleveland Institute of Art</i> , Cleveland, OH<br>Senior Project: Cinematic story driven game |
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