

Professional Summary

Technical Artist specializing in workflow optimization, asset pipelines, and automation for AAA game development. Proven efficiency gains, cross-department collaboration, and expertise in Python, MaxScript, and Maya API.

Technical Skills

Programming	Python (Maya API, PyQt), MEL Script, MaxScript, Git, Bash, Perforce, CI/CD
3D & Engines	Maya, 3ds Max, Unreal Engine 5, Unity, Substance Painter
Specializations	Character Rigging, Asset Pipeline Development, 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 integrationDesigned optimized asset development pipelines enhancing efficiency
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 and MaxScript tools for automatic asset setups in UE5 pipeline
Aug 2023–Oct 2024	Associate Rigging Artist , <i>Hi-Rez Studios</i> , Alpharetta, GA <ul style="list-style-type: none">Ported characters and cosmetics from UE3 to UE5 for Smite 2 productionDeveloped MaxScript scripts reducing asset processing time by 25%Cross-departmental collaboration (Animation, Design, QA) for milestone deliveryRigged new playable characters and troubleshoot complex rig problems
Aug 2022–May 2023	Rigging Intern , <i>Hi-Rez Studios</i> , Alpharetta, GA <ul style="list-style-type: none">Weight painted cosmetic assets to AAA production standards under tight schedulesDeveloped workflow optimization scripts for common rigging tasks

Education

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

Smite 2 Migration Pipeline , <i>Hi-Rez Studios</i> Automated rig conversion reducing manual work by 60% . Python tools for batch processing 100+ character assets with cross-platform compatibility testing. <i>Impact: 25% time reduction, 40% bug reduction in asset processing.</i>
Automated Rigging Toolkit , <i>Internal Development</i> GUI-driven rig generation system with template-based approach. 25% reduction in rigging time across projects through Maya API integration. <i>Impact: Improved consistency and reduced repetitive rigging tasks by 60%.</i>
CI/CD Asset Pipeline , <i>Anuttacon Contract</i> Jenkins-based automation for asset validation with multi-platform build support. 99% success rate for zero-downtime deployments. <i>Impact: 30% throughput improvement with CI/CD; reduced manual QA time by 40%.</i>