[Michael Howard]
Technical Art / Character Rigging
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[Work Experience]
Xaviant - (2009 - Present) Cumming, GA
- Role: Lead Technical Animator
  - Develop character rigs for all characters / weapons in *Battlemage* and *The Culling*
  - Create and maintain animation graphs / networks for all characters
  - Develop various tools and scripts to improve animation pipeline
  - Optimize animation blueprints by moving all logic to C++
  - Work with Art Director to lead / mentor animation team
  - Lead R&D on engine switches and train animation / art team on new processes
- Shipped Titles
  - *Lichdom: Battlemage* (PC)
  - *The Culling* (PC, Xbox One)

Incinerator Studios - (2008 - 2009) Carlsbad, CA
- Role: Senior Technical Animator
  - Develop character rigs for new characters while improving and maintaining legacy rigs
  - Improve animation pipeline with addition of pose saving and export automation tools
  - Assist Lead Animator / Lead Artist in supervising animation team for *Cars* title
  - Consult with Pixar animators to ensure characters met standards and guidelines
  - Animate variety of characters for *Spongebob* title
- Shipped Titles
  - *SpongeBob Squarepants: Featuring Nicktoons Globs of Doom* (Wii, PS2)
  - *Cars: Race-O-Rama* (Wii, Xbox 360, PS3, PS2)

Concrete Games, THQ - (2006 - 2008) Carlsbad, CA
- Role: Senior Technical Animator
  - Develop character rigs, tools, and scripts for the animation department
  - R&D and implement Havok animation tools and pipelines
  - Assist Tech-Art department in various areas where needed
  - Train animation / art team in Maya -> Max switch during development
- No Shipped Titles - Unannounced Xbox 360 title canceled

Idol Minds - (2005 - 2006) Louisville, CO
- Role: Character Artist
  - Quickly learn proprietary tools and rig large variety of characters
  - Create MEL scripts and tools to assist artists in rigging and animation
- Shipped Titles
  - *Neopets: The Darkest Faerie* (PS2)

[Education]
Art Institute of Colorado - (2001 - 2004) Denver, CO
- B.A. in Media Arts and Animation

[Software]
- Maya
- 3D Studio Max
- Photoshop
- Visual Studio
- PyCharm
- Perforce
- CryENGINE
- Unreal Engine 4

[Skills]
- Python
- MAXScript
- MEL
- C++
- Character Rigging
- Animation
- Animation State Machines
- Animation Blend Trees
- Blueprints (UE4)
- Animation Blueprints (UE4)