

Maya D'Amico

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EDUCATION

Champlain College

Fall 2019 – Spring 2023

BS in Game Art & Animation

Burlington, VT

- Studied abroad in Montréal, Canada for Spring 2022 semester
- Program Mentor for Game Academy Summer Program
- Courses: 3D Animation I & II, MoCap for Animation, Advanced Seminar for VFX, 3D Modeling I & II, Procedural 3D Modeling, Game Studio I-III, Capstone in Game Development
- Animation Diversity Foundation Scholarship Recipient

SKILLS & CERTIFICATIONS

- **Skills**
 - Autodesk Maya: 3D Animation, Character Rigging (HumanIK), 3D Modeling/Unwrapping
 - Pixologic Zbrush: 3D Sculpting, High to Low Poly workflow
 - Creative Cloud: Photoshop, Illustrator, AfterEffects, Premiere Pro
- **Certifications:** Adobe Certified Associate; Photoshop & Illustrator

PROJECTS & EXPERIENCE

Senior Capstone: "Ashes to Ashes"

Fall 2022 – Spring 2023

Artist & Lead Animator

Burlington, VT

- Animated characters using a combination of fully-keyframed animation and edited motion capture data.
 - Collaborated with level & narrative designers to create cinematic cutscenes for scripted events.
 - Utilized Unreal Engine 5's IK Retargeting system for gameplay animation.
- Developed and maintained animation pipelines between character artists, programmers and animators.
- Worked closely with the programming team to ensure proper integration of animation assets into UE5.
 - Created animation state machine draft layouts to assist the programming team.
- Participated in and conducted playtesting sessions to identify and address issues related to character movement.
- Assisted with other areas of project maintenance as needed, such as 3D asset creation and sprint planning.

"MageBall"

Spring 2022

Lead Artist

Montréal, QC

- Collaborated with the design and art teams to establish the overall look and feel of the project's visual style.
- Contributed to team discussions and meetings related to project progress, planning, and problem solving.

"Boba Tea Cafe"

Summer 2021

Lead Artist & Associate Producer

Remote

- Designed and created 2D Art assets, such as background art, user interface elements, food sprites, and environment art.
- Conducted sprint retrospective meetings, identifying successes and areas for improvement and implementing changes to improve team productivity and efficiency.
- Implemented & enforced Git commit guidelines to ensure consistent version control documentation.
- Worked with team members to break down user stories into smaller, actionable tasks, ensuring that each task is well-defined and achievable within the sprint timeframe.