Maya D'Amico

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EDUCATION

Champlain College Fall 2019 – Spring 2023
Bachelor of Science in Game Art & Animation *Burlington, VT*

- Coursework:
  - Game Studio III, II, I, & Intro
  - 3D Animation II, I, & Intro
  - 3D Modeling II, I, & Intro
  - Advanced Seminar in VFX
  - Motion Capture for Animation
  - Procedural 3D Modeling
- Animation Diversity Foundation Mentee & Scholarship Recipient
- Specialization Track: 3D Animation

SKILLS & CERTIFICATIONS

- **Character Animation** in Autodesk Maya; proficient in fully keyframed animation & motion capture editing.
- **Motion Capture** using Rokoko Smartsuits; capable of data cleanup & assigning HumanIK to rigs in Maya.
- **Rigging/Skinning** in Autodesk Maya utilizing *Advanced Skeleton* & other scripts to enhance workflow.
  - Experience matching animations using Unreal Engine 5's IK Rig Retargeting System.
- **3D Modeling and Texturing** using Autodesk Maya, Pixologic ZBrush, and Substance Painter.
- **VFX Creation** using Unity's Shuriken system.
- **Version Control** using GIT and SVN.
- 3+ years of collaborative game development within **Scrum** and **Agile** frameworks.

Certifications: Adobe Certified Associate in Photoshop & Illustrator.

PROJECTS & EXPERIENCE

Ashes to Ashes Fall 2022 – Present
Animator & Rigging Artist *Team Size: 13*

- Created custom rigs and cinematic animations for several characters:.
  - Collaborated with level & narrative designers to create cinematic cutscenes for scripted events.
  - Utilized Unreal's IK Retargeting system for gameplay animation.
- Developed and maintained animation pipelines between character artists, programmers and animators.
- Participated in and conducted playtesting sessions to identify issues related to art and animation.
- Assisted with other areas of project maintenance as needed, such as 3D asset creation and sprint planning.

MageBall Spring 2022
Lead Artist & Animator *Team Size: 9*

- Collaborated with the design team and directed artists to establish the overall feel of the project's visual style.
- Led standup and sprint planning sessions for the art team.
- Produced visual effects in-engine using Unity's Shuriken particle system.

Boba Cafe Summer 2021
Lead Artist & Associate Producer *Team Size: 11*

- Designed and created 2D Art assets such as background art, user interface elements, food sprites to be used for an educational childrens' game produced in Unity.
- Conducted sprint retrospective meetings, identifying successes and areas for improvement within team productivity and efficiency. Maintained full-team communication within a fully-remote environment.
  - 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.