



Maya D'Amico

3D Character Animator

www.mayadami.co ♦ damicomaya@gmail.com ♦ (781) 632-4497 ♦ Lynn, MA

EDUCATION

Champlain College

Bachelor of Science in Game Art & Animation

Fall 2019 – Spring 2023

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

Animator & Rigging Artist

Fall 2022 – Present

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

Lead Artist & Animator

Spring 2022

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

Lead Artist & Associate Producer

Summer 2021

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.