IAN WOSKEY

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EDUCATION **DREXEL UNIVERSITY/ DIGITAL MEDIA ACCELERATE BS/MS**
MASTER OF SCIENCE 2013   **BACHELOR OF SCIENCE** 2012

PROFICIENCIES

Maya, Blender, Houdini, ComfyUI, Synthetic Data, Python, C#,

EXPERIENCE

SENIOR TECHNICAL ANIMATOR AVATAR R&D, GENIES 2021 - PRESENT
- ◆ Lead team spearheading synthetic avatar data generation.
- ◆ Developed novel pose to pose AI animation solution.
- ◆ Built the ML guided facial auto rigger at the heart of Genies UGC ingestion.
- ◆ Developed a modular facial animation ingestion framework in Unity, and a pipeline for authoring those faces.

SENIOR TECHNICAL ANIMATOR VR GAME, TOAST VR 2020 - 2023
- ◆ Principal setup artist and animator before expanding and managing a remote animation team.
- ◆ Scripted tools in Maya to speed up rigging, animation, and asset management.
- ◆ Designed and scripted animation process enabling deformer animation and smear frames.
- ◆ Worked with CEO/Director and Art Director to guide artistic/technical direction of characters.
- ◆ Worked with contracted artists and animators, through crits, draw overs, and concept art, to define artistic and technical expectations for characters and animations.

TECHNICAL ANIMATOR MARKETING, OCTOPIE 2019 - 2021
- ◆ Developed promotional animations in Unity.
- ◆ Established pipeline for building and testing character assets using OBI physics plugin.
- ◆ Built adorable characters using a combination of active ragdolls and softbody simulations.
- ◆ Worked with the brand owner to ensure her artistic vision.

TECHNICAL ARTIST MOBILE GAME, BITLOFT 2019
- ◆ Built the animation state machine for the player character (PC).
- ◆ Implemented procedural cloth animation for PC with performant low res mesh cage.
- ◆ Oversaw visual and technical direction for environment and character art.
- ◆ Worked remotely, communicating daily with my team utilizing Slack, Jira, and Plastic SCM.
- ◆ Assisted management with all planning meetings; coordinated collaboration between teams.
- ◆ Created weekly review builds; responsible for performance testing and optimization on target mobile device.

TECHNICAL ARTIST THE CRYSTAL CORE, BITLOFT 2019
- ◆ Built performant shaders and VFX for game characters.
- ◆ Scripted pipeline improving production tools in Unity with clear documentation.
- ◆ Participated in interviews as the Tech Art department representative.
- ◆ Wrangled and implemented character assets; ensuring rig consistency, functionality, and optimization.
- ◆ Trained team members to use Plastic SCM and Plastic Gluon version control.

ADJUNCT PROFESSOR GAME DESIGN AND PRODUCTION, DREXEL UNIVERSITY 2017-2018
- ◆ Instructed students on game design and practical production concepts.
- ◆ Classes included shader writing, rigging, C#, VFX, procedural animation, rapid game prototyping.
- ◆ Guided multiple fast paced productions each term.

PROJECTS

MASTER'S THESIS DEAD END: The Influence of the PC on Player Emotional State and Action 2013
- ◆ Created all aspects of a short horror experience over the course of 4 months.
- ◆ Organized a 40 participant study examining the effects of PC animations on player experience.
- ◆ Wrote a thesis paper supporting the hypothesis that player experience is impacted by PC emotional state.