

COLE O'BRIEN

Technical Animator

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Education

Massachusetts College of Art and Design

Boston MA BFA in Animation, 2016

Work Experience

Avalanche Studios, New York, NY

Technical Animator for Just Cause 4

October 2017 - present

Rigging and pipeline tool support for the project's Animation, Cinematics and Character Art teams.

Harmonix Music Systems, Boston MA

Animator and Generalist Artist for Rock Band 4,

Summer 2015, Summer 2016 - Dec 2016 (1 year total)

Edited cameras and lights to music for Rock Band DLC. Animated character lipsync.

Worked on animation cleanup and implemented UI features for Rock Band online update.

Hero4Hire Creative, Waltham MA

3D Generalist Artist

August 2017 - September 2017

3D animation, rigging, and programming support for two animated shorts. Worked on a team of three, was the primary animator on the projects.

Projects

TES Renewel: Skywind – Skyrim Mod

Summer 2016 - present

A remastering of Morrowind (2002) in the Skyrim game engine. Head the animation department. Work on optimizing the animation pipeline, assigning tasks to animators, rigging and tools support, and building new NPC animations in motionbuilder.

Rigloo – Rigging Toolset for Maya

Summer 2017

A component-based rigging toolset built with the goal of simplifying the rigging workflow while maintaining the creative decisions involved. Sole programmer on the project.

Recursion - Unity3D Short Film/Game, Animation Degree Project

Fall 2015 - Spring 2016

Science fiction horror film and procedurally generated exploration game. Worked on Programming, Animation, Rigging, Modelling, Texturing, and Story.

Software Experience

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|------------------|---------------------------------------|
| Art | Photoshop, Substance Painter |
| Animation | Maya, Motionbuilder, 3Ds Max |
| Code | C#, Python, Mel, C++(Maya plugins) |
| Game Dev | Unity, Unreal, Shaders, Git, Perforce |

Awards

Boy Scouts of America: Eagle Rank, 2011

Massart Animation "Perpetual Motion Award", 2016

Vimeo Staff Pick: Golem Jam Collaboration "SCROOBJAM"