COLE O'BRIEN

Technical Animator

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www.coleobrienart.com

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 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 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

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"