

# COLE O'BRIEN

Technical Artist and Animator

64 Upham St. Melrose, MA 02176  
781-640-0181 | obriencole11@gmail.com  
www.coleobrienart.com

## Education

**Massachusetts College of Art and Design**  
Boston MA BFA in Animation, 2016

## Work Experience

### Harmonix Music Systems, Boston MA

Associate Animator for Rock Band Rivals,  
Summer 2016 - December 2016  
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.

### Harmonix Music Systems, Boston MA

Art Associate for Rock Band 4, Summer 2015  
Edited cameras lights, and lipsync for Rock Band disk  
songs. Took in-engine, promotional screen shots.

### Hero4Hire Creative, Waltham MA

3D Contract Artist, August 2017 - September 2017  
3D animation, rigging, and programming support for two  
animated shorts. Worked on a team of three, was the pri-  
mary animator on the projects.

### Massart Game Design Club, Boston MA

Head Student Government Representative,  
Fall 2014 - Spring 2016  
Ran club meetings, planned events, led group projects,  
taught game development workshops

## Software Experience

<b>Gaming</b>	Unity, Unreal, Shaders, Visual Program- ming, Git
<b>Code</b>	Javascript, C#, Python, Mel
<b>3D Animation</b>	3Ds Max, Maya, Motionbuilder, Quixel, Substance
<b>Video</b>	Adobe Premiere, After Effects
<b>Web</b>	HTML, CSS
<b>Graphic</b>	Photoshop, Illustrator, InDesign
<b>2D Animation</b>	After Effects, Flash, Dragonframe

## 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, and building  
new NPC animations in motionbuilder.

**Rigloo** – Rigging Toolset for Maya, Summer 2017 - present  
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 and Game, Animation Degree  
Project, Fall 2015 - Spring 2016  
Science fiction horror film and procedurally generated explo-  
ration game. Worked on Programming, Animation, Rigging,  
Modelling, Texturing, and Story. Worked with a Sound Designer  
and commissioned artists.

**Satellite Love** - Unity3D Visual Novel, Summer 2016  
Prototype built for the “A Game By Its Cover” month long game  
jam. Worked on Programming, Shaders, and Art Direction.  
Worked with a team of writers.

**Thousand Candles** – Unity3D Game, Global GameJam 2016  
Isometric puzzle game. Team of five. Worked on programming,  
shading and art direction.

## Skills and Interests

Game Programming, Graphic Design, Web Design, Cinematogra-  
phy, Puzzle Games

## Awards

Boy Scouts of America: Eagle Rank, 2011  
Massart Animation “Perpetual Motion Award”, 2016  
Vimeo Staff Pick: Golem Jam Collaboration “SCROOBJAM”