

Andrew Thomas – Technical Artist / Rigger

Contact Information

Address: 8229 Ironclad Ct, Gaithersburg, Maryland, USA, 98077

Tel: 336-529-0878

Email: andy1t@hotmail.co.uk

Work Authority: EU, USA (Currently Hold permanent US Resident Visa)

Relocation: Yes

Portfolio: <http://www.andy1t.com>

Linked-In: <http://www.linkedin.com/pub/andrew-thomas/22/b3/2b1>

Outline

I am a Technical Artist with over five years experience working in games, with four published titles. I Relish the challenges related to this position and I am always looking to improve In this role. I enjoy the creativity in rigging characters and scripting tools, all aimed the goal of helping others perform their job more efficiently and helping data flow as smoothly as possible.

Skills

Software : Maya, 3Ds Max, Motionbuilder, Unity

Scripting: Python (Maya Python API), Mel, Max Script, C#, Motion Builder python SDK

Employment

Bethesda Game Studios, Rockville, Maryland, USA

Position: Technical Artist (October 2012 – Present)

I am currently employed at Bethesda Game Studios as a Technical Artist, Working on an unannounced title. My responsibilities range from character rigging and skinning to maxscript tool work.

WB Games, Kirkland, Washington, USA

Position: Rigger/Technical Artist (January 2010 – August 2012)

At WB Games I served as a Rigger/Technical Artist on Guardians of Middle Earth and an unannounced project. During my time there I was responsible for creating and maintaining the character rigs for the aforementioned projects. I also was tasked with writing many pipeline and animation tools in multiple 3D applications, which were Maya, 3ds Max and Motionbuilder. These ranged from tools to aid animation, wrapper classes to parse database files and interoperability functionality between applications.

Rare (MGS), Twycross, England, UK

Position: Principal Rigger (September 2009 – September 2010)

Position: Rigger (October 2007 - September 2009)

During my time at Rare I worked on multiple projects, including three shipped titles: Banjo Kazooie: Nuts and Bolts, Viva Piñata: Trouble in paradise and Kinect Sports. I created rigs and tools for these projects, and multiple other prototype projects using Maya. Also, I worked extensively on the Xbox dashboard 'Avatar' rigging XDK system. This was a suite of tools and assets to aid other studios to create their own assets such as clothes, props and pets for the marketplace. I helped form the avatar rig, skinned assets and wrote multiple Mel scripts and documentation for the distributed XDK. During my last year at Rare I fulfilled the position as Principal Rigger, incorporating the responsibility of managing team members, and the overall direction of character rigging for that time.

ICreate Ltd, Swansea, Wales, UK

Position: 3D Artist / Multimedia Designer (May 2007 – September 2007)

My work for ICreate consisted of a mixture of 3D modeling/rendering and web based projects. The former entailed creating 3D architectural renders, both still and animation based, from plans. I was responsible for manually modeling unique items, where needed, and using stock assets to create the final visualizations. The web and multimedia portion of my job included creating websites and flash applications for varying projects. I was also entrusted to liaise with clients on both 3D and web based aspects of my job.

CMD Ltd, Bridgend, Wales, UK

Position: Multimedia Designer (December 2005 – May 2007)

This was a Multimedia based role in a small company. The role covered many disciplines

including 3D modeling and animation, video and image editing, web and multimedia application production. While at CMD I worked on multiple projects in differing media platforms, to tight deadlines, managing project pipelines and liaising with clients.

Education

University of Wales Newport: 2001 - 2004

BA Hons - Multimedia, graduated 2:1

Neath Tertiary College: 1998 - 2001

GNVQ Diploma - Art and Design (3 A level Equivalent)

Cefn Saeason Comprehensive School: 1993 - 1998

GCSE - 6

References

On request