

ADRIAN RODRIGUEZ
CHARACTER TECHNICAL ARTIST
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SKILLS AND QUALIFICATIONS:

Software:

- Autodesk Maya
- FaceFX Studio
- Unreal Development Kit
- Unity
- Perforce

Scripting Languages:

- Python
- MEL Script

Communication & Interpersonal Skills:

- Technical problem solver
- Quick comprehension
- Accepts and understands criticism
- Dependable

PROFESSIONAL EXPERIENCE:

Ready At Dawn Irvine, CA 05/2014 - 12/2014

Contract Character Technical Artist on The Order: 1886

- Rigged, weighted, and maintained props as well as some background characters.
- Debugged technical issues with rigs.

Sony Computer Entertainment America Santa Monica, CA

Character Technical Artist on Unannounced PS4 Title

08/2013 - 02/2014

Contract Character Technical Artist on God of War: Ascension

07/2012 - 02/2013

- Rigged, weighted, and maintained characters such as enemies and non-playable characters.
- Scripted tools and edited existing ones for Animators and Character Technical Artist
- Setup cloth simulation for characters in cinematics and in-game dynamics.
- Debugged technical issues with rigs, scripts, and in-game cloth dynamics.
- Cooperated with modelers and animators to ensure the highest quality and efficient rig.

Obsidian Entertainment Irvine, CA

09/2011 - 03/2012

Jr. Technical Artist / Rigger on Cancelled Project

- Rigged, weighted, and maintained playable / non-playable characters.
- Debugged technical issues with rigs.
- Cooperated with modelers and animators to ensure the highest quality deformation and rig.

Emotional Robots Inc. www.emotionalrobots.wordpress.com

12/2010 - 09/2011

3D Character Rigger on Warm Gun

- Responsible for rigging and maintaining 90% of the 1st/3rd person playable characters and weapons.
- Worked within limitations of mobile UDK for iOS, such as joint counts and influences per vertex.
- Debugged technical issues with rigs.
- Cooperated with modelers and animators to ensure the highest quality deformation and rig.

EDUCATION:

The Art Institute of California - Orange County Santa Ana, CA

07/2008 - 07/2011

Bachelor of Science in Visual Game Programming