

Andrew De Spain

801-574 -7879 ▪ drewnimaticanim@gmail.com ▪ [LinkedIn](#) ▪ [Portfolio](#)

Technical Animator ▪ Character TD ▪ Technical Rigging Artist

Enthusiastic technical animator skilled in rigging and skinning assets with Autodesk Maya and Unreal Engine 5. Adept at collaborating with teams to develop efficient pipelines and innovative tools. Passionate about advancing animation systems and delivering high-quality work in character creation.

KEY ACHIEVEMENTS & AWARDS

- Enhanced character functionality and project workflow through rigging.
- Preserving animations amongst rigging updates.
- developing tools for streamlined asset rendering.

CORE COMPETENCIES & TECHNOLOGY

- Maya
- Unreal Engine
- Python
- PyQt
- Blueprints
- ZBrush
- ngSkinTools
- Photoshop

Technology: Perforce, Jira, Microsoft Suite, Adobe, Autodesk,

EXPERIENCE

Neon Machine Inc. – Seattle, WA

August 2023 - September 2024

Technical Artist (Rigging)

Rigged Character & Vehicle Assets for game.

- Contributed to building a Character Customization system, through skinning over fifty assets in clothing and character models, and debugged character assets for first-person view render priority systems.
- Created several and debugged Cloth Simulations, using a careful eye to achieve character goals artistically.
- Contributed to rigging and preserving thirty vehicle animations amongst asset changes and adjustments.
- Contributed to fifteen different environmental prop asset variations, using blueprint systems.

Brigham Young University – Provo, Utah

January 2022 - May 2023

Rigging Technical Director

Led a team of Technical Directors for Student Film, and contributed to rigging facial and body rigs.

- Rigged and worked with the animation team to develop four facial rigs and body rigs for characters.
 - Led and taught a team of five Technical Directors on how to build and rig characters to the animation team's desire.
 - Researched and developed several rigging solutions for better-performing character rigs for the animation team.
- Animated 3 shots under the animation team's direction.

Brigham Young University – Provo, Utah

January 2022 - June 2023

Technical Animator

Developed Rigs for Student Video Game.

- Debugged and Developed fifteen rigs for video game. One being full character, and the rest as RTS towers rigs.
- Researched and developed fifteen rigging solutions for better-performing character for game engine rigs.
- Animated 3 assets for the game under the animation team's direction.

EDUCATION

Bachelor's of Fine Art, Brigham Young University – Provo, UT