

TECHNICAL ANIMATOR

RICHARD BRENICK

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SUMMARY

I am a Technical Artist focusing on **Rigging**, **Scripting**, and **Animation**.

I really like creating scripts and tools for the people around me in order to increase both their efficiency and my own.

I also really like the process of making 3D models come alive via things like rigging and animation, and then settings those models up in a game engine to give them that really responsive feel.

PROJECTS

Lead Scripter, J-Keys, 2015-Present

Developed over 30 scripts to optimize modeling, rigging, and animation workflows in Maya. As well as tools and scripts to make game asset creation pipelines faster and easier to use.

Rigger, Right Nice Games, 2016

Rigged the main characters, Skylar & Plux, for the game *Skylar & Plux: Adventure on Clover Island*.

Technical Artist, Rope's Adventure, 2016

Rigged, animated and integrated the main character into the game. As well as modeling, making the VFX, and scripting all the destructibles in the game.

Technical Animator, Friday Night Carnage, 2016

Rigged, animated and integrated all the player ships, as well as modeling, texturing and animating many of the props.

Technical Animator, K.R.A.K.E.N. 2015

Rigged, animated, and integrated the main character, as well as rigging, modeling, and animating all of the enemy creatures.

Substitute teacher, MediaGymnasiet, 2015

Was a substitute teacher for a game development class. I was responsible for helping the students setup a portfolio page online.

EDUCATION



Futuregames, 3D Graphics, 2015-Present

My primary focus here has been Tech Art, creating scripts to make rigging/animation faster and easier, as well as implementing animations into game engines.



MediaGymnasiet, Teknik, 2012-2015

Animation 1-3 (Maya)
Programming (Python)
Programming (C++)
Web Development (HTML/CSS)



SKILLS

Rigging	●●●●○
Animation	●●●●○
Scripting	●●●○○
Modeling	●●○○○
Sculpting	●●○○○
Texturing	●●○○○

TOOLS

Maya	●●●●●
Python	●●●○○
MEL	●●●○○
C#	●●●○○
Unity	●●●●○
Unreal Engine 4	●●●●○
Motionbuilder	●●○○○
Adobe Photoshop	●●●○○
HTML/CSS	●●○○○