

# Joey Miller • Technical Artist/Character TD

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## Objective

Employment as a Technical Artist/Character TD at a studio that believes in the highest quality of work and that challenges my technical and artistic skills.

## Technical Qualifications

**Software:** Maya, Photoshop, Body Paint, Vicon IQ, 3DS Max, Motion Builder, After FX Speed Tree, ZBrush, Torque Constructor, Flash, Perforce, Linux, TINA.

**Game Engines:** Unreal Engine, Torque Engine, Hero Engine, Worlds Engine, Unity Engine

**Skills:** Rigging, Animation, 3D Modeling, Texture & Lighting, Mel Scripting, XML, C#, Python, Compositing, HLSL Shader Authoring, Rendering.

## Employment

**Bigpoint Inc**, San Francisco, CA

March 2011-Present

**Sr. Technical Artist** (*Maya, Photoshop, Unity Engine*)

- Scripting: Mel, Python, C#.
- Character Rigging.
- Animation, Rigging and Unity Tools.
- Character Pipeline.
- Writing/Optimizing Shaders.

**Heartwood Studios**, San Mateo, CA

November 2010-March 2011

**Sr. 3DArtist/Animator** (*Maya, 3DS Max, Photoshop, Unity Engine*)

- Modeling, Texturing, Rigging, Animation, Custom Tools Creation.

**ImageMovers Digital**, Novato, CA

June 2010-December 2010

**Resource TA** (*Maya, Photoshop, TINA, Linux*)

- Actively monitor and manage the render farm, balancing production priorities to keep it running at maximum capacity.
- Assist artists with render job submissions and problems; being proactive and ready to suggest effective solutions.
- Maintain rendering priorities and resource allocation.
- Writing tools and utilities to assist with Production Engineering development projects.
- Working hand-in-hand with Production Engineering and R&D to maintain and improve the render farm pipeline and toolset.

**Frozen Giant**, San Francisco, CA

March 2010-May 2010

**3DArtist/Animator** (*Maya, Unity Engine*)

- Modeling, Rigging, and Animation for iPhone game “**Rednecks VS Zombies**” and “*unannounced title.*”

**EnVie Interactive**, Walnut Creek, CA

Aug 2009-April 2010

**Technical Artist** (*Maya, 3DS Max, Photoshop, Big Worlds Engine*)

- Oversee All Rigging, Character, and Technical Art Implementation, “ **VIE-[www.viethegame.com](http://www.viethegame.com)**”
- Streamline character creation pipeline.
- Misc. Mel and Max scripting.
- Shader Authoring

**Mindfuse Games**, Berkeley, CA Oct2007-July2009

**Lead Technical Artist** (*Maya, 3DS Max, Photoshop, Facegen, Hero Engine*)

- Oversee All Rigging, Animation, Technical Art Implementation, “ **Gatheryn MMO**”.
- Coordinate processes between programming and art.
- Misc. Mel, Max, and Hero scripting.

**Cinematico**, San Francisco, CA June2008-Oct2008

**Character Setup Artist/CG Artist** (*3DS Max, Photoshop, Facegen*)

- Character Setup/Rigging for Adult Swim CG series “**Xavier, Renegade Angel season 2**”.
- Misc. Modeling and texturing.

**Cinematico**, San Francisco, CA Aug2007-Nov2007

**Character Setup Artist/CG Artist** (*3DS Max, Photoshop, Facegen*)

- Character Setup/Rigging for Adult Swim CG series “**Xavier, Renegade Angel season 1**”.
- Misc. Modeling and texturing.
- Visual FX

**Xzault Media Group**, San Leandro, CA Oct2006-Aug2007

**Character TD/Animator** (*Maya, Photoshop*)

- Rigging of all characters for “**The Xplorers**” Feature Trailer (**Featured in June 07 Animation Magazine.**)
- Oversee shots being completed, as well as animating shots.
- Lighting and compositing of all scenes.
- Camera Setup, Render layer setup, and rendering of all shots.

**Guidepost Productions**, Emeryville, CA 2005-2006

**3D Artist** (*Maya, Photoshop*)

- Generalist.

## Education

**Ex’pression College for Digital Arts**, Emeryville, CA Oct. 2006

Bachelor of Applied Science, Animation & Visual Effects