Bryan L James

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https://bryanljames.com/BryanLJames-Technical-Artist-Reel.mp4

OBJECTIVE

Seeking position as a Technical Artist where a passion for bringing characters to life and solving pipeline problems, curiosity, and a vast skill set are valuable assets to support a team to create renowned AAA video games that bring enjoyment to the masses.

EDUCATION

Bachelor of Science in Computer Animation, Full Sail University, Orlando, FL
Graduated May 2016
Key specialized courses: Rigging, Character Animation

Bachelor of Science in Cybersecurity, University of South Florida, Tampa, FL

Graduation TBD
Major GPA: 3.8 / 4.0; **USF CGPA:** 3.64 / 4.0
Key specialized courses: Object Oriented Programming, SQL

SKILLS

● Development:	Frostbite, Unity, Rigamate, Maya, MotionBuilder, Cinema4D
● Programming:	Python, MEL C#, ASP.NET, Java, Javascript, HTML, CSS, C++, SQL
● Technologies/Environment:	Maya, Unreal Engine, Unity, PyCharm, MS Visual Studio, Perforce

RELEVANT EXPERIENCE

Technical Artist, Amazon Games: New World and Crucible, Remote   June 2020 – Present
- Created complex rigs of pivotal characters using mGear vanilla
- Worked with cloth sim, being the central point of contact for any issues and finding clever solutions for complicated designs. Worked with Modeling team to identify design complications on different models and how they would work with cloth sim, including their limitations
- Assisted implementing Jali face rig and updated dozens of heads skin weights, altering the rig when needed
- Created tools to speed up the rigging and skinning pipeline, reducing the number of steps needed for clean skin weights and custom rigs updates
- Successfully skinned and delivered to live hundreds of armor and weapon assets with a quick turnaround
- Main point of contact for bug fixing after Quality Assurance play tests
- Maintained a smooth production pipeline by solving problems with custom tools enabling other departments to speed up workflow
- Supported incremental releases of tools and technical products
- Expanded functionality of a Python Exporter tool using Python in Autodesk Maya allowing 3D modelers and riggers to quickly update assets and maintained parity by integrating functionality between Maya and Azoth Engine
- Maintained documentation of technical products using Jira
- Created documentation to clearly communicate design issues with Modeling and provided guidance for insuring new assets work with a shared rig

Technical Animator/Rigger, Electronic Arts: Madden 18, Orlando, FL   Aug 2016 – Aug 2017
- Maintained a smooth production pipeline by solving production problems with Python and JavaScript enabling other departments to speed up workflow and complete more tasks in less time
- Provided development progress to Technical Director
- Created tools to automate camera cuts in the Frostbite engine by writing a tool allowing the editor to export timecode from Premiere
- Supported Animation team by finishing dozens of shotchunks leading up to the release of Madden 18
- Supported incremental releases of tools and technical products
- Expanded functionality of an asset management tool using Python in Autodesk Maya allowing 3D modelers and riggers to quickly update assets and maintained parity by integrating functionality between Maya and Perforce
- Demoed added features in production tools to users, and managers of various departments
- Worked with development team to plan new features and new tools needed to ensure smooth production
- Maintained documentation of technical products using Shotgun

Technical Artist, Santa Jaws (SyFy), Remote   2018
Technical Artist, Mississippi River Sharks (SyFy), Remote   2017
Technical Artist, Ozark Sharks (SyFy), Remote   2016

- Designed complete character rig for the star of each film and implemented control system based on animator's needs
- Built and utilized tools with python to speed up rigging workflow
- Designed and implemented auto animation control for shark's tail using python and scripts to help speed up animation workflows.

U.S. Army   2008 - 2012
Nodal Network Systems Operator-Maintainer
- Solved mission critical issues with user's systems by listening to symptoms, diagnosing and researching solutions
- Set up fully operational node from dark to green on a consistent basis
- Ensured telephony connectivity across the Battalion by monitoring Cisco Call Manager and solving issues before they arose
- Maintained network connectivity by actively monitoring system health to identify and solve problems before degradation and maintain LAN/WAN/VPN network hardware and software

PROJECTS

Undisclosed Oculus VR Game   2019
Designer/Developer/Art
- Designing game based on the Oculus VR platform in Unity from the ground up
- Creating scripts and game logic using C#
- Animating game assets using C#
- Utilizing OOP design benefits to maintain organization and efficiency of code
- Modeling, texturing and implementing game assets into Unity