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| Antonio Silva |
| Rigger/Animator |

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Summary

I strive to become the best rigger than i can be. I love to learn and improve my skills and knowledge.

Maya Based experience

* Excellent working knowledge of Maya
* Rig development/set up using:
  + IK/FK controls and switches
  + Constraints
  + Basic Knowledge of MEL
  + Driven Keys
  + Pole Vectors
  + Skin weights
    - Generated using traditional painting methods and through the component editor.
  + Strict hierarchical parenting structure.
* Humanoid and Creature Rigs.
* Animation for secondary objects (ball bounce, engine, cloth)
* Animation for ambient world (Trees swaying in the breeze, ambient props)

Other Related Experience

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| * 2D animation Skills * Photoshop Skills   + Textures   + animations | * 3D/2D asset creation for games (Maya based) * Understanding of standard character export from Maya to UDK |

Work Experience

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| 2009 to 2012 | Game Wizards | | | Art Institute of Los Angeles | |  | |
| Modeler, animator, rigger, generalist   * My role in game wizards varied depending on the project I was part of. From making assets to bringing them to life, I did a little bit of everything. | | | | |  | | |
| **Responsibilities** | | |  | | | |
| * Photoshop – UI manipulation * Maya – Modeling, * Create 2D assets for use in game. * Create 3D assets for use in game. (Maya Based) | | * Setting up simple rigging * Texture creation for 3D assets * Texture correction * Some Game Design | | | | |

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| 2007 to 2008 | Abandoned Mobile/Lucky Chicken | | Malibu,CA | |
| Exporter   * I was in charge of exporting characters from Maya to be used with the game engine. This required knowledge of Photoshop and Maya as well, plus learning Gamebryo game engine software. | | | | |
| **Responsibilites** | | | |
| * Exporting characters * Preparing game engine ready characters * Photoshop – UI manipulation * Maya – Modeling, Texturing, Shaders * Preparing menus for use by programmers | | * Create 2D assets for use in game. * Create 3D assets for use in game. (Maya Based) * Setting up simple rigging * Texture creation for 3D assets * Texture correction * Animation Correction | |