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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
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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.
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| **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.
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| **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
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