

Joshua Gaines

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Technical Artist

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Objective:

Work as a **Technical Artist** with a professional team of artists.

Professional Experience:

Employer: Electronic Arts – EA Sports Tiburon Date: July 2012 – Present

Position: Associate Technical Artist of Rigging Location: Orlando, FL

- Support and Update EA Sports Rigs
- Realistic Skin Deformations
- Rig Operations

Employer: Electronic Arts – EA Sports Tiburon Date: Oct 2011 – June 2012

Position: Associate Technical Artist of Pipelines Location: Orlando, FL

- Enhance Artist Workflows
- Support and Upgrade MEL and Python Tools
- Troubleshoot and Provide Solutions
- Innovate Purposeful Tools

Position: Freelance 3D Artist Date: May 2011 – Present

- Assemble Biped, Quadruped, and Creature Rigs
- Custom Python Animation Tools
- Assist with Technical Issues

Employer: Campus Crusade for Christ Date: Aug 2009 – Sept 2011

Position: Technical Director Location: Orlando, FL

- Pipeline Development
- Custom Python Scripts
- Enhance Quality and Pipeline Efficiency
- Render Prep and Wrangling
- Prioritize Multiply Tasks
- Rig Characters and Props
- nCloth and Fluid Simulations
- Communicate Technical Solutions and Project Checkpoints with Team
- Work within Time and Budget Restriction

Additional Expertise:

- Character, Environment, and Hard Surface Modeling
- Lighting and Rendering (Maya Software and Mental Ray)

Education:

College: Full Sail University

Graduation Date: May 2009

Degree: Bachelor of Science in Animation

Location: Winter Park, FL

- Class Salutatorian
- **Trained in all areas of Animation Pipeline**

