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## Software proficiency

**Source 2:** Animgraph, ModelDoc, SFM, Hammer, Particle editor, Material editor  
**Autodesk:** 3ds Max, Motionbuilder  
**Other:** Unity, Unreal, After Effects, Photoshop, Premiere, Audition, Vegas Pro

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## Key experience (all remote)

### Facepunch Studios — 3D animator

April 2021, ongoing (as of October 2021)

Sole animator on “s&b”. I’ve handled skinning, rigging, animating, and implementation (ModelDoc/Animgraph) of my work. I created a flexible pose-driven graph with the goal of maximizing easy extensibility for modders and creators.

### Valve Software — Contract animator

October to November 2018 — April to August 2019 — October 2019 to January 2020

- Created animated cinematic sequences for the True Sight documentaries (TI8+TI9)
- Handled the augmented reality system live at The International 2019
- Worked on the Dota 2 Void Spirit hero trailer

### Nightdive Studios — 3D animator

February 2016 to March 2017

Worked on two iterations of the “System Shock” reboot, first on Unity, then on Unreal Engine 4. I handled all first-person animations, the majority of enemy animations, as well as skinning and rigging of all these assets.

### Final Boss Entertainment — 3D animator

March 2014 to September 2014

Animated (incl. skinning/rigging) all first-person animations and some enemies on “Wrack”, an arcade-style first-person shooter. I also helped define the visual direction of weapons, and helped redesign the combo mechanic, a staple of the game.

### Facepunch Studios — 3D animator

May 2012 to March 2014

Worked on two games (“Garry’s Mod”, “Rust”) and various internal prototypes.

- Gmod: completely reworked player animations from an old, partially-broken fork of HL2:DM to a more modern approach similar to “Team Fortress 2”. This involved remaking animations, blending rules & layers, and writing lots of QC macros.
  - Gmod: implemented character customization feature; edited dozens of existing characters’ materials + rigged new first-person meshes to match 3rd-person state.
  - Rust: during alpha phase, all rigs/animation, and environment art for building pieces
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## Other experience

### Finji — Localization

December 2020 to April 2021 - Remote

Translated the entire English script of Chicory: A Colorful Tale (72k words, 12k strings). Hands-on approach, fully integrated with the core development team. Worked closely with the lead designer to tackle French-specific challenges and how to best implement solutions.

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## Awards

**Dota 2 Short Film Contest** - 2015 winner, 1st place winner in 2016, 2017, and 2021