Steve Ross
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Technical Artist

Employment

Army Game Studio in Huntsville, AL   Nov. 2011 – Present
   Technical Artist
   Mocap Specialist
   Animation Support

Skills

Character Setup/Rigging	Rotoscoping
Modeling/UV Layout	Clear Communication
Scripting in MEL/Python	Creative Problem Solving
Matchmoving	Bad Puns

Projects

Supertype (Freelance)   December 2015 -- May 2016
   -Biped Character Rig
   -Designed a dismemberment system in Unity
   -Animation export script
Redstone Interactive (Freelance)   May 2015 -- September 2015
   -Robot and ship rigs
   -Squadron animations
   -Particle effects for weapons, explosions, etc.
Them Greeks   April 2011 – June 2012
   -Character TD for "Them Greeks" animation short

Academic Projects

Team Falconiers Mocap Project   Sept. 2010
   Created animation short utilizing motion capture in a team of 5 artists
      -Cleaned motion data in Cortex
      -Created rig in Maya, imported into Motion Builder
      -Cleaned animations up in Motion Builder

Education

Bachelor of Science Degree in Computer Animation
   Full Sail University, July 2011
      -Salutatorian
      -Award for perfect attendance

3D Software:
Maya
Motion Builder
3DS Max
zBrush

Game Engines:
UE3
UE4
Unity
Corona SDK

Languages:
MEL
Python
C#

Animation:
Vicon
Motion Builder
Optitrack Motive

Texturing:
Photoshop
xNormal
Crazybump

Video Editing:
Final Cut Pro
Premiere

Compositing:
After Effects
SynthEyes
Matchmover

OS:
Windows
MacOS