

Steve Ross  
1500 Colonial Lake Dr Apt 1511  
Madison, AL 35758  
802-999-8613  
[steve@rossrigs.com](mailto:steve@rossrigs.com)  
<http://www.rossrigs.com>

# Technical Artist

## Education

### Bachelor of Science Degree in Computer Animation

Full Sail University, July 2011

-Salutatorian

-Award for perfect attendance

## Skills

Character Setup/Rigging

Modeling/UV Layout

Animation

Scripting in MEL/Python

Compositing

Matchmoving

Rotoscoping

Great Communication

Creative Problem Solving

Quick Learner

## Projects

### Them Greeks

April 2011 – June 2012

Involved as a TD in the "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

## Employment

### Army Game Studio in Huntsville, AL

Nov. 2011 – Present

Technical Artist

Mocap Specialist

Animation Support

### Shaw's Supermarket in S. Burlington, VT

Oct. 2003 – July 2009

Bookkeeper

Customer Service (Supervised 5-10 Associates)

Clerk

## 3D Software:

Maya

3DS Max

Softimage

zBrush

## Languages:

Html

CSS

PHP

MEL

Python

## Texturing:

Photoshop

xNormal

Crazybump

## Animation:

Cortex

Vicon

Motion Builder

## Video Editing:

Final Cut Pro

## Compositing:

After Effects

Nuke

SynthEyes

Matchmover

## Game Engines:

Unreal 3

Unity

## OS:

Windows

MacOS

Ubuntu