DIEGO GARNICA
Character TD

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Skills

Maya 2019	Atom 1.37	Experience with
Unity 2018	Rider 2019	MEL / C++ / Python / PyQT / Json
Photoshop CC 2019	Subtance Painter 2019	Character Rigging
After Effects CC 2019	Mudbox 2019	Facial Articulation
InDesign CC 2019	UVLayout	MoCap Clean up
Illustrator CC 2019	Git (Tower - Terminal)	Lighting

Experience

Technical Artist / Character Technical Director - Playstudios - Burlingame, CA — 2017 - Present
- Establish the communication between the Directors, 2D/3D Artists and Engineers
- Coordinate timely hand-offs of assets to CG/Content Dept. and Engineering Dept.
- Monitor and report hand-offs to producers and other stakeholders using JIRA, WRIKE and other tools
- Collaborate in game and/or feature kick-offs for all upcoming event types and/or meta-features to provide technical guidance and feasibility studies of proposed features to determine optimal production methodology and technical pipelines
- Cultivate strong relationships with producers and product owners to ensure that projects meet the company standards of excellence and satisfy marketing goals that are produced on a timely matter within budget
- Execute and manage assets, performance issues, character rigging, characters maintenance, and asset optimization for file-size and performance consideration
- Cooperate with engineers, artists, and other teams to design and document efficient art pipelines to identify and document art technical specifications for all platforms and game performance
- Advise and review, alongside the Art Directors, Chief Creative Officer and Producer(s), the creation of concepts, presentation materials, project style-guides, and final refinements of projects through the production cycle
- Develop and create prototypes for games in the early stages of design, prior to green-lighting of full production and development in collaboration with Game Designers and Art Directors
- Create scripts, and or other workflow improvements as needed by production.
- Mentor and train junior artists and designers within the department
- Assist in recruiting creative talent for the department

Character Technical Director - Lightstream Animation - Petaluma, CA — 2016 - 2017
- Film: The King's Daughter - 2017 (Feature Film), The Pig on the Hill (Award Winning Short Film), Tv Spots for Angry Birds Movie (Commercial)
- Developed and optimized full character rigs for cinematic use (facial/body articulation, and macros)
- Developed a procedural system rig based on OOP in Python (modules based on character needs)
- Integrated correctives and polished facial expression for various characters (per client approval)
- Provided and supported prop rigs based on shot needs

Character Technical Director - Freelance - San Francisco, CA — 2014 - 2015
- Developed multiple character rigs for commercial use
- Maintained tools to help the pipeline production

Creative Design/Animation Intern - Glad Works - Providence, RI — 2013 - 2014
- Collaborated on the development of brochures for RIPTA (Rhode Island Public Transit Authority) by designing and illustrating transit mapping
- Created an animated intro for a promotional video for Gabrielle Dinsmore Heart & Hope Foundation
- Contributed and assisted to various other projects (video editing, color correcting, and asset managing)

Director Character TD and Character Animator - Collaborative Project -San Francisco, CA — 2011 - 2013
- Short Film: Rapscallions, a Collaborative Thesis Project
- Directed and led a team of 10 artists for the short film
- Created and wrote the initial story concept and worked closely with the team to develop the animation shots
- Developed full character rig systems and facial deformations for main characters

Education

Academy of Art University - San Francisco, CA — 2011 - 2015
- Master of Fine Arts 3D Animation

Animation Collaborative - San Francisco, CA — 2011
- Animation demo and lecture workshop

General Assembly - San Francisco, CA — 2017
- Python and Machine Learning

Military University - Nueva Granada - Bogotá, Colombia — 2003 - 2007
- Bachelor of Applied Science New Media Engineering

Awards

Short Film Pig on the Hill - Lightstream Animation studios — 2019
- Winner of the 2019 "Kid's Choice" award at the Martha Vineyard's Film Festival

Military University - Nueva Granada - Bogotá, Colombia — 2007
- First prize for the animated short film: "The Eagles Linage"

Languages

English / Spanish