

## Scott Englert

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### OBJECTIVE

To be a valuable team member as an animation TD with a fun and creative studio.

### SKILLS

- Proficiency in Maya and MotionBuilder
- Character rigging in Maya
- Strong knowledge in MEL and Python scripting
- Excellent problem solver
- Animation - hand keyframe and motion capture with emphasis on facial
- Familiar with dynamics, cloth, and hair
- Familiar with Unreal Editor 3

### EMPLOYMENT HISTORY

#### Midway Games, Chicago, IL

Oct 2005 - Dec 2008

##### Senior Animator

- Specialized in facial rigging and animation for in-game and cinematics
- Developed tools in Maya and MotionBuilder for animation and rigging using MEL and Python scripting
- Setup characters with cloth and hair rigs for pre-baked dynamics
- Gave demos and training to other team members and studios
- Researched into new technology and tools for facial animation

##### Lead Technical Animator

#### ***Mortal Kombat vs. DC Universe*** (PS3, Xbox 360) - Released 2008

- Developed facial rig including integration of FaceFX
- Recreated muscle system for animators in MotionBuilder using Python scripting
- Wrote animation pipeline tools such as importing/exporting and rigging
- Hand key animated facial performances for cinematics
- Did all in-game facial poses and cycles
- Simulated hair and cloth for pre-baked dynamics

##### Facial Rigger and Animator

#### ***Wheelman*** (PS3, Xbox 360) - Releasing 2009

- Created facial rig and tools for facial animators
- Wrote tools for facial rigging and animation
- Hand key animated facial performances for cinematics

#### ***Stranglehold*** (PS3, Xbox 360, PC) - Released 2007

- Co-developed facial rig for primary characters
- Wrote tools for facial rigging and animation using MEL
- Hand key animated facial performances for cinematics and in-game

### Technical Animator

**Blitz The League 2** (PS3, Xbox 360) - Released 2008

- Created template facial rig to be propagated to other characters
- Rigged and simulated cloth and hair for in-game cheerleaders
- Wrote animation retargeting and exporting tools in MotionBuilder

**NBA Ballers: Chosen One** (PS3, Xbox360) - Release 2008

- Wrote tools for cinematics pipeline in both Maya and MotionBuilder
- Simulated and animated objects for in-game

### Facial Animator

**NBA Ballers: Phenom** (PS2, Xbox) - Release 2006

- Hand key animated facial performances for cinematics

**Bitstream Animation, Chicago, IL**

**Aug 2005 - Sept 2006**

### Freelance Artist

- Created short animation from start to finish for home theatre intros

## EDUCATION

**Savannah College of Art and Design, Savannah, GA**

**Sept 2001 - May 2005**

Bachelor of Fine Arts in Computer Animation with concentration in animation

## AWARDS AND HONORS

- Gave demo at Autodesk booth at SIGGRAPH 2007 and also for their road show
- College group short film "The Potter" finalist at Visionfest
- College personal short film "Zig" shown at Visionfest
- College group short film "The Potter" regional finalist at the Student Academy Awards

## REFERENCES

**Available Upon Request**