

Scott Englert

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OBJECTIVE

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

SKILLS

- Character and prop rigging
- Proficiency in Maya and MotionBuilder
- Developing tools for animation and rigging using Python and MEL (also PyMEL) with some familiarity with Maya Python API
- Rigging for 'Massive' crowd system
- Excellent problem solver
- Animation background in both hand key and motion capture
- Familiar with dynamics, cloth, and hair
- Familiar with Unreal Editor 3

EMPLOYMENT HISTORY

ImageMovers Digital, Novato, CA

March 2009 - Present

Character Technical Director

Mars Needs Moms - Releasing 2011

- Created animation rigs for hi resolution characters, props, and costumes
- Assisted in animation control rig development
- Responsible for creating all character rigs and related tools for 'Massive' crowd system
- Prepped and rigged all characters for directors layout using Maya and MotionBuilder
- Developed rig related animation tools and rigging pipeline tools using Python (PyMEL)

A Christmas Carol - Released 2009

- Minor assistance in character / shot finishing toward end of production

Midway Games, Chicago, IL

Oct 2005 - Feb 2009

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 dynamics
- Gave demos and training to other team members and studios
- Researched into new technology and tools for facial rigging and animation

Lead Technical Animator

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

- Developed facial rig including integration of FaceFX
- Wrote animation pipeline tools such as importing/exporting and rigging
- Hand key animated facial performances for cinematics
- Simulated dynamic cloth and hair

Facial Rigger and Animator

Wheelman (PS3, Xbox 360) - Released 2009

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

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

- Co-developed facial rig for hero 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 hand animated props for in-game use

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 animation short film 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