


# MATTHERERA

## TECHNICAL ARTIST/ CHARACTER TD

### CONTACT

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 Sacramento, California

### TECHNICAL SKILLS

Character Rigging  
Python Scripting  
Hard Surface Modeling  
Lighting  
Texturing  
3D Animation  
Video Editing

### SOFTWARE

Maya | 3DS Max  
Substance Painter  
Houdini  
Unreal Engine  
Perforce  
Shotgrid

Adobe  
Premiere  
Photoshop  
Lightroom  
After Effects

### LANGUAGES

Python  
MEL  
HTML, Java, CSS

### MAYA PLUGINS

NG Skin Tools  
Shapes  
Advance Skeleton

## EXPERIENCE

### TECHNICAL ARTIST

Netease | Aug 2022 - Jan 2024

- **Project Loki (Theorycraft) | other unannounced projects**
- Rigged multiple lead characters and created alternate character skins for various projects.
- Created real-time simulations in Unreal, including hair sim, cloth, and ragdoll
- Developed and refined Maya animation tools to streamline workflows and boosting productivity.
- Acquired an in-depth knowledge of different departmental pipelines and created tutorials and documentation for each department.

### TECHNICAL ARTIST / PRODUCER

Visual Concepts / 2K Games | April 2021 - July 2022

- **WWE 2K22**
- Fixed and organized thousands of assets:
  - Weight painting, texturing, setting up real-time cloth and hair sim, and implementing assets in game,
  - Established spreadsheets, docs, and meetings to ensure deadlines and goals were met
- Instructed new technical and character artists on the pipeline.
- Utilized version control software (Perforce) and project management software (Shotgrid)

### TECHNICAL ARTIST

AnomalousDL | Feb 2021 - May 2021

- Responsible for all needs related to rigging, scripting, and 3D modeling.
- Researched and developed new technical tools and pipelines.
- Utilized AI data to create 3D facial and body animations.

## AWARDS

### CERTIFICATION OF COMPLETION (GAME DESIGN)

Mission Valley Regional Occupational Program | June 2016

### CERTIFICATION OF COMPLETION (COMPUTER ANIMATION)

Mission Valley Regional Occupational Program | June 2015

## EDUCATION

### B.A. DIGITAL ART AND ANIMATION (TECHNICAL ART CONCENTRATION)

University of Silicon Valley | May 2020