



SEAN HIGGINBOTTOM

RIGGER

Summary of Qualifications

Enthusiastic individual pursuing a full time position as a rigger in a professional environment.

Languages:

- * Python
- * MEL
- * C++
- * GML and Action Script

Software:

- * Maya
- * Unity
- * MotionBuilder
- * UDK
- * Photoshop
- * Game Maker
- * Perforce
- * SmartGit

Work Experience

Zynga 09/12 - PRESENT

Senior Technical Artist

- * Rigging - Setup all characters, objects, and environments for animation
- * Create tools for artists such as export tools and batch animation tools
- * Construct Animation and character modeling pipeline

A Bit Lucky 01/12 - 09/12

Character Technical Director

- * Responsible for all in-game character rigs
- * Setup varying character dynamics and weapons
- * Export rig FBX's from Maya for UNITY importing

Panda Panther 11/11 - 03/12

Character Technical Director (Independent Contractor)

- * Setup in game and cinematic rigs
- * Skin/paint weights
- * Create tools for the animators

Shipped Titles

FarmVille 2 Launched 09/12

Zynga

- * Rigged animals and avatars as well as create art pipeline tools

Solstice Arena Launched 06/13

A Bit Lucky/Zynga

- * Rigged initial 25+ characters and 60+skins

Skylanders: Giants Launched 10/12

Panda Panther

- * Rigged cinematic characters (Eon and Glumshanks) and fixed/adjusted Activision's broken in-game rigs

Zombie Camp Launched 11/11

Red Panda Studios

- * Rigged all "2D - like" characters and zombies

Education

Animation - Bachelor of Fine Arts

Interactive Design and Game Development - Bachelor of Fine Arts

Savannah College of Art and Design/ Savannah, GA

- * Cum Laude - Graduated with a 3.65 GPA

