Kelsey N. Hall

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TECHNICAL ANIMATION / RIGGING EXPERIENCE

Raven Software (Activision Blizzard)   **September 2021 –Present**
Associate Technical Animator
- Shipped 3 AAA Titles to include Call of Duty Warzone, Modern Warfare II and Modern Warfare III
- Create and implement efficient character, facial, weapon and prop rigs
- Develop skin weights for characters, weapons and props
- Audit new assets, troubleshoot and resolve bug issues
- Create dynamics for cloth and props and resolve bug issues
- Point of contact for Mottosso Ragdoll tool as well as create and maintain relevant usage document
- Create and maintain written documentation of pipeline workflows and processes
- Operate Raven's proprietary rigging system, related tools, engine and technology
- Collaborate and work closely with animation, modeling and assets teams as well as our partner studios
- Utilize Perforce and Jira to maintain game development pipeline

University of Central Florida - Florida Interactive Entertainment Academy   **August 2020 – August 2021**
Capstone Project - *Zenko: A Fox's Tale*
- Collaborated with a team of 17 to build and develop an action adventure platform game using Unreal Engine
- Rigged and skinned the player character Zenko using Maya and implemented in Unreal Engine
- Coordinated with animator to create animator-friendly and engine-ready rig
- Collaborated with modeler to ensure accurate topology and skin deformations
- Utilized Perforce to build and maintain animation pipeline

Virtual Reality Project – *No Country for Old Men*
- Collaborated with a team of 5 to build and develop a virtual reality experience using Unreal engine
- Rigged and skinned environment assets using Maya and created physics-based simulation using Unreal Engine

Controller Generator Tool Project
- Developed a controller generator tool using Maya API with Python to increase rigging efficiency
- Tool includes 20 pre-built controllers with the capability to change colors, change animation rotation order and delete history

University of Central Florida – School of Visual Art and Design   **August 2018 – May 2020**
Student Award Winning Film*, Delivery*
- Collaborated with a team of 15 to produce an original 3D animated short film
- Utilized all aspects of the animation industry pipeline from pre-production, production to post-production
- Character Rigger Lead: Rigged and skinned Lucy, the quadruped character using Maya
- Technical Lead: Problem-solved production challenges and workflow issues
- 3D Animator: Animated a 40 second sequence using Maya

EDUCATION

UCF Florida Interactive Entertainment Academy; Orlando, FL   **Graduated December 2021**
Master of Science, Interactive Entertainment, Technical Art Track   **Cumulative GPA: 3.84/4.00**

University of Central Florida; Orlando, FL   **Graduated May 2020**
Bachelor of Fine Arts, Art Emerging Media, Character Animation Specialization   **Cumulative GPA: 3.75/4.00**

Online Workshops
CGMA Python for VFX and Animation in Maya, 8 week course   **Certificate of Completion July 2020**
CGMA Fundamentals of Houdini for 3D Artists, 8 week course   **Certificate of Completion September 2020**
CGMA Character Facial Rigging for Production, 8 week course   **Certificate of Completion December 2021**

SKILLS / SOFTWARE

- Game Design, Rigging, 3D Animation, 3D Modeling, Rendering, Scripting, Pipeline, Motion Capture, Storytelling
- Maya, Photoshop, Illustrator, Premiere, RenderMan, Unreal, Houdini, Motion Builder, Qt Designer, PyQt, Python, Ragdoll
- Perforce, Jira, PC/ Mac Platforms
- Highly Organized, Problem Solver, Self-Motivated, Detail-Oriented, Team Player, Strong Work Ethic, Positive Attitude