

Greg Richardson

Product Specialist - Control Rig

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(859)-576-8669 (cell)

EDUCATION

Loyola Marymount University

Los Angeles, CA

BA in Animation

May 2018

Rigging Dojo

Maya API C++, Face Rigging 101, Rigging 101

Sep 2016 - Mar 2017

SOFTWARE SKILLS

Scripting & Programming: **Python - PySide/PyQt - Blueprints - MEL**

CG Software: **Maya - Unreal Engine 4 - Optitrack Motive - MotionBuilder**

Other Tools: **Git - Perforce - Shotgun - Faceware**

WORK EXPERIENCE

Product Specialist - Control Rig

Epic Games

Aug 2020 - Present

- Together with the Product and Development team validated design decisions for customers.
- Created sample content for internal and external presentations and uses.
- Training and creating documentation for the product.
- Provided troubleshooting support for the product development team for reproduction cases. Validating and confirming all fixes.
- Participated in completing two major milestones and a fully updated public release from experimental to beta.

Pipeline Technical Director

Halon Entertainment

Sep 2018 - Jun 2020

- Together with the CTO, worked to redesign and improve the overall studio pipeline:
 - Developed new pipeline initiatives with Shotgun integration, Git based project rollouts, Virtual Production practices, Real-Time workflows, and Rigging solutions.
 - Developed new studio initiatives for project initializations, development and documentation practices, and project finalization processes.
 - Developed optimized FBX import/export systems for Virtual Production with Unreal Engine 4, Maya, and Motionbuilder.
 - Evaluated and worked with client assets and version control software to maintain easy and clean data transfers. Maintained technical communications with clients and their technical staff.
 - Maintained multiple junior TDs and other development teams.
- Provided support for artists by:
 - Troubleshooting animation files, renders, and mocap work.

- Writing additional tools for specific tasks & projects
- Training and creating documentation

Technical Artist

Frame Machine

Jun 2018 - Sep 2018

- Managed and troubleshooted animation integration into the engine.
- Evaluated client rigs and created custom rigs to build off of client work
- Developed new pipeline initiatives for a Real-Time feature project.
- Provided support for multiple departments on multiple projects.

Intern/Technical Artist

Halon Entertainment

May 2016 - Aug 2017

- Promoted from Intern to Technical Artist based on outstanding performance.
- Worked to redesign and improve the Motion Capture pipeline with processing and retargeting tools.
- Leveraged experiences in scripting with Python and rigging with Maya to develop tools for the previs and postvis pipelines.