Scott Clary

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Technical Animator

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Profile

I write tools, build pipelines, prototype features, and create art assets to help teams get art into games.

I love making games and making things work. I collaborate with artists and programmers to solve problems, eliminate communication barriers, and ship content to players.

Skills

Hard Skills:

Languages:

Python, PyMEL, OpenMaya API, PySide, PyQt, Mel, C#

Software:

Maya, Unreal Engine, Unity, Photoshop, Blender, 3ds Max

Version Control:

Perforce, Git, SVN

Soft Skills:

Tools Development:

Test Driven Development, R&D, UI, Documentation

3D Art:

Rigging, Skinning, Animation, Modeling, UV Layout

Interpersonal:

Leadership, Teamwork, Mentorship

Language Skills:

Language	Level	
English	Native	●●●●●
German	A2-B1	●●○○○
Icelandic	B1	●●○○○

Experience

Senior Technical Animator | Star Stable Online

Star Stable Entertainment | Stockholm, Sweden
October 2020 – Present

Character production for an 11-year-old MMO developed in an in-house game engine.

- Key contributor in releasing a new, more-customizable, backwards-compatible Player Character.
- Developed Maya tools such as: animation retargeter, scene validator, clothing refitter, and exporters.
- Rigged, skinned, and implemented in-game a variety of biped and quadruped characters.
- Helped research and develop new game engine features and character rig features.
- Supported and mentored a 16-person character team and liaisoned with the engine team.
- Assisted with the hiring process of new team members: identifying project needs, interfacing with recruitment team, interviewing candidates, and onboarding new hires.
- Trained and mentored multiple teams on Perforce best practices and branch/merge strategies.

Art Lead / Senior Technical Artist | Warlords of Aternum

InnoGames | Hamburg, Germany
July 2017 – April 2020

Supervised five artists on a 28-person development team on a mobile game project.

- Hired as a technical artist and promoted to art lead of the project a year later.
- Responsible for HR management of the art team, release planning, and art direction.
- Developed Maya tools and a shared art tools repo used by multiple InnoGames projects.
- Maintained existing and implemented new animation, character, and environment art assets.
- Trained artists on modeling best practices for deformation, rigging, skinning; as well as Maya and Unity.

Senior Technical Artist | Unannounced Title

MZ | Hamburg, Germany
December 2015 – April 2017

Art tools and pipeline automation for an in-house mobile games engine.

- Designed, developed, unit tested, and documented a suite of Maya rigging, animation, and export tools.
- Modular auto-rigging system for body parts to be lego-bricked together to fit varied characters.
- Auto-rig templates that allow a user-defined biped or quadruped to be rigged within moments.
- Meta-rig system that rigging tools were built upon that made them versitile and resilient.

Senior Technical Artist | EVE Online™   **CCP Games | Reykjavík, Iceland**
                                                             January 2013 – November 2015

   Tools and pipeline development for the graphics team on EVE Online.

   - Built and maintained art tools for the graphics, character, marketing, and audio teams.
   - Regularly performed code reviews and mentored other members of the team.
   - Helped to maintain high code quality in our art pipeline by practicing test driven development.
   - Provided live support for the art team by trouble-shooting software issues.

Senior Technical Artist | Wishingtooth World   **TRC Family Entertainment | Msida, Malta**
                                                             February 2012 – November 2012

   Prototyped and developed the art pipeline for a cancelled MMO project in Unity.

   - Developed a modular character pipeline used to create customizable in-game characters.
   - Rigged main playable character and several NPC characters.
   - Wrote modelling, animation, skinning, and general utility tools to speed production.

Character Technical Artist | EVE Online™   **CCP Games | Reykjavík, Iceland**
                                                             April 2010 – January 2012

   Technical Artist on the character team responsible for delivering the EVE Online Character Creator.

   - Developed and maintained art tools for both Maya and Jessica (CCP's game engine).
   - Renovated automated skinning pipeline to be more flexible and resilient.
   - Played a major role in planning and executing an unexpected character skeleton update.

Technical Artist | the Agency™   **Sony Online Entertainment | Seattle, WA**
                                                             May 2007 – June 2009

   Responsible for optimizing and preserving the visual quality of character art assets.

   - Helped develop and document the character pipeline and renovated our skinning process.
   - Wrote Maya tools for the character, animation, and environment teams.
   - Skinned and built LOD meshes for over one hundred 3D assets for a modular character system.

3D Animation Instructor | Intro to Maya   **International Academy for Design and Technology**
                                                             January 2009 – June 2009

   Taught an introductory course in 3D modeling and animation to college students.

   - I gave students their first exposure to 3D in IADT's curriculum.
   - Curriculum included navigation, 3D modeling, texturing, rigging, and animation in Maya.

Education

   Associate of Applied Arts (AAA)   **Digipen Institute of Technology | Redmond, WA**
   3D Computer Animation   **September 2005 – April 2007**

   Associate of Applied Sciences (AAS)   **Umpqua Community College | Roseburg, OR**
                                                             September 2003 – June 2005

References available on request.