**Scott Clary** [scottrclary@gmail.com](mailto:scottrclary@gmail.com) | [www.scottclary.com](http://www.scottclary.com/)

Technical Animator +47 48673349

**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**

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **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:**   |  |  |  | | --- | --- | --- | | 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.