



# Alex Roberts

## Technical Artist

(360) 931-9319

Alex@SlickRigs.com

www.SlickRigs.com

### Work Experience:

**Spiral Games (9/2013 - Present)**  
Technical Artist

**Full Sail University (8/2013 - Present)**  
Lab Instructor

**Cypress Inheritance (10/2012 - 7/2013)**  
Senior Technical Artist

Developed an Art Pipeline for Animation series and PC game. Set up Revision Control utilizing Perforce, and created a P4 Interface for Maya (PySide). Rigged Characters for Animation Series and Games. Created an Animation Transfer & Mocap pipeline using Maya HIK and Custom Rigs.

**Stripped Thread Studio (6/2012 - Present)**  
Companionship (Short Film)  
Technical Artist  
Pipeline Management, Troubleshooting, Tool Creation, Prop Rigging.

**Full Sail University (9/2012 - 1/2013)**  
Technical Artist Internship  
PySide development, Linux Shell scripting, Maya API, PyMEL scripting, Pipeline development.

**OfficeMax, Inc. (12/2005 - 10/2010)**  
ImPress Supervisor  
Supervision of Print Department, training artists, managing high-volume print production, and Graphic Design work.

### Education:

**Full Sail University**  
Bachelor of Science in Computer Animation (2010 - 2012)  
Specialized in Rigging and Tool Creation for Maya

LinkedIn

<http://www.linkedin.com/in/AlexRoberts3d>

### Shipped Titles



Cypress Inheritance



Orion: Dino Horde



Maya



Houdini



Softimage



Nuke



Photoshop



Python



Qt



Unity3D



Unreal

Proficient with these software packages, and many others.

