

## Richard Katz

*Senior Technical Artist and Character Rigger*

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<b>Objective</b>	To obtain a position in which I can contribute my experience and creativity to help drive the production of high quality art.	
<b>Experience</b>	<b>Senior Technical Artist</b> Blizzard Entertainment May 2015 - Present	<i>World of Warcraft: Legion</i> Character Rigs, Animation Tools, Rigging Systems Development, Pipeline Development
	<b>Senior Technical Artist</b> Zenimax Online Studios Nov 2008 – May 2015	<i>Elder Scrolls Online</i> Complete Custom Rigging Pipeline, Character Rigs, Animation and Character Art Tools.
	<b>Senior Technical Artist</b> Secret Level (Sega) July 2007 – Sept 2008	<i>Iron Man, Golden Axe: Beast Rider</i> Co-developed IGC Pipeline, Completed set-up tasks for in-game cinematics for Iron Man and Golden Axe, Authored Facial Animation System for Characters in MEL and integrated into existing character rig pipeline.
	<b>Technical Artist</b> Visual Concepts (Take2) May 2006 – June 2007	<i>Fantastic Four: Rise of the Silver Surfer</i> Character and Creature Rigs, Authored pipeline tools, animation tools, and modeling tools in Maya's MEL scripting language.
	<b>VFX Artist (contract)</b> DoubleFine Oct 2005 – Feb 2006	<i>Brutal Legend</i> Particle Effects, LUA Scripting.
	<b>Technical Artist</b> Z-Axis (Activision) March 2004 – Oct 2005	<i>Iron Man, X-Men 3</i> Character Rigging Support, Scripted Export Tools (MEL), Particle Effects.
	<b>Character Artist</b> Secret Level Aug 2002 – Feb 2004	<i>Magic The Gathering: Battlegrounds</i> Character Models, Textures, Animated Shaders.
	<b>Lead Artist</b> The 3DO Company Sept 1999 – Aug 2002	<i>Crusaders of Might and Magic, Warriors of Might and Magic, Shifters</i> Character Models, Textures, Animation, Concept Art, UI design and scripting, Particle Effects, Managed team of 8 internal and several external artists.
	<b>Artist</b> Sierra On-Line Dec 1997 – Feb 1999	<i>Middle-Earth Online</i> Creature and Costume Concept Art, High-polygon and low-polygon Character Models and Textures, Keyframe Animation, Motion Capture clean-up, Skin Weighting, Maxscript tools.
<b>Education</b>	Bachelor of Fine Arts, 1996	The College of New Jersey (Formerly Trenton State College)
<b>Skills</b>	Technical	Character Rigging, Scripted Tool development, Art Pipeline design
	Software	Maxscript, MEL, Python, LUA, Javascript, .NET, 3ds max, Maya, Photoshop, Perforce (scripting)
	Animation	Classical animation principles, Understanding of Human Anatomy, Motion Capture Editing
	Art	Character Modeling, UV Layout, Texture Painting, Concept Art, Particle Effects
	Management	Art Direction, Personnel Management, Task Scheduling
<b>Publications</b>	3ds max 4 magic, 2001 New Riders. Chapter 11, "Table of Nails".	
<b>Presentations</b>	GDC 2015 Speaker: <i>Tech Art in Tamriel, The Elder Scrolls Online's Character Tools and Pipeline</i>	
<b>References</b>	Available upon request	

