Richard Katz
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Senior Technical Artist
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Summary

- 28 years in the game industry as Artist and Technical Artist/Animator
- 20 years in Tech Art at multiple studios, Specializing in Game Art Workflows, Designing and authoring Artist Tools and Pipelines, and Building Character Rigging Systems
- 12 shipped AAA games and expansions on multiple platforms on various game engines
- 7 years as an Art Generalist - creating concept art, models, textures, animation, and scripting
- Lead Artist on 2 shipped titles managing art teams and directing art

Technologies

Expertise in: Python, C#, Maxscript, MEL, VEX, OpenMaya, Qt / PySide UI framework, 3D Math, Autodesk Maya, Autodesk 3ds Max, Houdini, Photoshop, Substance Painter, Perforce, Git, Unreal Engine

Professional Experience

Senior Technical Animator June 2026 - Present
Superseed Studios (Contract)

- Programming, scripting, tooling, rigging, skinning, weighting for a prototype project in UE5

Lead Technical Artist Jan 2022 - June 2025
Principal Technical Artist Chatsworth, CA
Respawn Entertainment

- Built and managed new pipelines by leveraging existing EA tools and Respawn tech
- Developed standalone tools in Python and C# to help reduce barriers to artist workflows and proactively prevent future problems
- Developed tools within Maya to support rigging pipeline and artist workflows
- Built weapon and vehicle rigs, skinning and dynamics setup for several characters
- Hired and managed team of Technical Artists for specialized roles
- Created roadmap for future Technical Art development. Built relationships with other Technical Art teams within Respawn and with other disciplines within team
- Mentored tech artists and animators through EA's internal Mentoring program

Senior Technical Artist May 2015 - Dec 2021
Blizzard Entertainment Irvine, CA

- Authored tools and solutions to improve artist workflows and productivity across multiple content creation applications as a Pipeline Technical Artist
- Automated and expanded World of Warcraft's Rigging System. Built component-based sequential processor GUI for rigging artists to visually construct Animation Rigs
- Built dozens of Animation Rigs for multiple WoW Expansions and incubation projects
- Guided and Mentored Technical Artists, Collaborated across disciplines and across teams
- Served Temporary Assignments on Incubation Teams helping stand up technical art and source control conventions, built UE4 Animation Blueprints, Gameplay Blueprints.

Richard Katz Senior Technical Artist

Senior Technical Artist Nov 2008 - May 2015
Zenimax Online Studios Hunt Valley, MD

- Designed and Built full custom Rigging Pipeline and Animation Toolset
- Built dozens of Character Rigs and Customization Rigs
- Supported Technical Art vision from pre-production through launch

Senior Technical Artist Jul 2007 - Sep 2008
Secret Level | Sega Studios San Francisco, CA

- Designed and built character face rigs
- Assembled and hooked up clips for In-game Cinematics via LUA script

Character Technical Artist May 2006 - Jun 2007
Visual Concepts | 2K Novato, CA

- Built player and enemy Character Rigs
- Animated several cinematic sequences
- Authored MEL scripted systems for rigging and animation tools

Artist Oct 2005 - Feb 2006
DoubleFine San Francisco, CA

- Visual Effects and LUA Scripting

Technical Artist Mar 2004 - Oct 2005
Z-Axis | Activision Foster City, CA

- Maya MEL Scripted tools, Character Rigging, R&D, VFX

Character Artist Aug 2002 - Feb 2004
Secret Level San Francisco, CA

- Concept Art, 3D Modeling, Textures, Animation, Maya MEL Tools

Lead Artist Sep 1999 - Aug 2002
3DO Redwood City, CA

- Concept Art, 3D Models/Textures/Animation, VFX, UI scripting, Maxscript Tools and automation
- Managed a team of artists and directed the visuals of the games

Artist Dec 1997 - Feb 1999
Sierra Online Oakhurst, CA

- Concept Art, 3D Character Models, Textures, Animation, Maxscript Tools

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Education

Bachelor of Fine Arts
The College of New Jersey (Ewing, NJ)

Projects

- *World of Warcraft: Shadowlands [Blizzard, 2020, PC]*
- *World of Warcraft: Battle for Azeroth [Blizzard, 2018, PC]*
- *World of Warcraft: Legion [Blizzard, 2016, PC]*
- *The Elder Scrolls Online [Zenimax Online Studios, 2014, PC/XBox One/PS4]*
- *Golden Axe: Beast Rider [Sega, 2008, XBox 360/PS3]*
- *Iron Man [Sega, 2008, XBox 360/PS3]*
- *Fantastic Four: Rise of the Silver Surfer [Visual Concepts, 2006, XBox 360/PS3]*
- *X-Men: The Official Game [Z-Axis, 2005, XBox/PS2]*
- *Magic: The Gathering: Battlegrounds [Secret Level, 2004, PC/XBox]*
- *Shifters [3DO, 2002, PS2]*
- *Warriors of Might and Magic [3DO, 2001, PS2]*
- *Crusaders of Might and Magic [3DO, 1999, PC]*

Publications and Talks

Offline Tools track chair for EA's internal Animation Conference (2023)
Co-organizer of Blizzard's 1st internal Technical Art Summit (2019)
GDC 2018 "Rigging with Triangles" https://www.gdcvault.com/play/1025258/Technical-Artist-Bootcamp-Rigging-with
AnimX 2018 Technical Animation Panel https://www.twitch.tv/videos/243533151
GDC 2015 "Tech Art in Tamriel" https://www.gdcvault.com/play/1022291/Technical-Artist-Bootcamp-Tech-Art
3ds max 4 Magic (2001) New Riders. Chapter 11: "Table of Nails"