

Bryan L James

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OBJECTIVE

Seeking position as a Technical Animator/Rigger where a passion for creating products and solving problems, curiosity, and a vast skill set are valuable assets and can come together to support a team to create renowned AAA video games that bring enjoyment to the masses.

EDUCATION

Bachelor of Science in Information Technology, University of South Florida, Tampa, FL Expected May 2021

Major GPA: 3.8 / 4.0; USF CGPA: 3.64 / 4.0

Key specialized courses: Object Oriented Programming, Intro to Databases

Bachelor of Science in Computer Animation, Full Sail University, Orlando, FL Graduated May 2016

Key specialized courses: Rigging, Character Animation

SKILLS

- Development: Frostbite, Unity, Rigamate, Maya, MotionBuilder, Cinema4D
- Programming: C#, Python, ASP.NET, Angular, Classic ASP, Java, Javascript, HTML, CSS, C++, SQL
- Technologies/Environment: Perforce, Gitlab, MSSQL, Eclipse, MS Visual Studio, Shotgun

RELEVANT EXPERIENCE

Technical Animator/Rigger, Electronic Arts: Madden 18, Orlando, FL Aug 2016 – Aug 2017

- Maintained a smooth production pipeline by solving production problems with Python and JavaScript enabling other departments to speed up workflow and complete more tasks in less time
- Provided development progress to Technical Director
- Created tools to automate camera cuts in the Frostbite engine by writing a tool allowing the editor to export timecode from Premiere
- Supported Animation team by finishing dozens of shotchunks leading up to the release of Madden 18
- Supported incremental releases of tools and technical products
- Expanded functionality of an asset management tool using Python in Autodesk Maya allowing 3D modelers and riggers to quickly update assets and maintained parity by integrating functionality between Maya and Perforce
- Demoed added features in production tools to users, and managers of various departments
- Worked with development team to plan new features and new tools needed to ensure smooth production
- Maintained documentation of technical products using Shotgun

Junior Developer, ByDesign Technologies, Tampa, FL May 2019 – Present

- Utilized skills with various technologies to ensure clients of a multi-billion dollar industry can maximize their profits and reduce shrinkage.
- Quickly responded to trouble tickets in order to identify unexpected behaviors, form a solution, and execute so as to minimize and disruption for clients.
- Solely maintained Android and iOS app development and proposed ways to reduce costs and speed up app deployment.
- Wrote SQL data repairs to update millions of records with no data loss

Technical Animator, K Squared Productions, Tampa, FL 2018

- Rigged a tentacled demon character with an easy-to-use tentacle system that helped the ominous feeling of the scene

Technical Animator, Santa Jaws (SyFy), Remote 2018

Technical Animator, Mississippi River Sharks (SyFy), Remote 2017

Technical Animator, Ozark Sharks (SyFy), Remote 2016