

Contact

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www.linkedin.com/in/joey-miller-799b1b20 (LinkedIn)

www.willanimateforsnickerdoodles.com
(Personal)

Top Skills

Maya

Python

Character Rigging

Joey Miller

Lead Technical Artist at TinyCo, a Jam City Company
San Francisco, California

Summary

I am a skilled Technical Artist/Rigger who is highly adaptable and learns quickly. When rigging a character I always keep the animator in mind, creating a rig that is as easy to animate as possible. Additionally, my scripting and creative thinking skills allow me to develop tools to complete a project more efficiently. My project management experience allows me to work in a team environment with a high degree of success.

Specialties: Maya, 3ds Max, Blender, Photoshop, Character Rigging, Art Tools, Animation, Mel Scripting, XML, Shader Authoring, Python, Linux, C#, Json, Unity.

Experience

TinyCo, a Jam City Company

Lead Technical Artist

September 2017 - Present

San Francisco Bay Area

Zynga

Lead Technical Artist

October 2014 - September 2017 (3 years)

San Francisco

Mel, Python, C#, JavaScript, Character Rigging, Art Tools, Art Pipeline, Unity Tools, Shaders, VFX optimization

Quark Games

Lead Technical Artist

September 2012 - October 2014 (2 years 2 months)

Mel, Python, C#, Character Rigging, Art Tools, Art Pipeline, Unity Tools, Shaders, VFX creation/optimization, 3D Art team manager

Bigpoint Inc

Sr. Technical Artist

March 2011 - October 2012 (1 year 8 months)

Mel, Python, C#, Character Rigging, Art Tools, Unity Tools, Shaders

Heartwood Studios, Inc.

Sr. 3d Artist

December 2010 - March 2011 (4 months)

San Francisco Bay Area

Modeling, Texturing, Rigging, Animation, 3DS Max, Maya, Photoshop, Unity Engine.

ImageMovers Digital

Resource TA

June 2010 - December 2010 (7 months)

San Francisco Bay Area

Frozen Giant

3D Artist/Animator

March 2010 - May 2010 (3 months)

San Francisco Bay Area

(Part Time Contract)

Modeling, Rigging, and Animation for iPhone game Rednecks VS Zombies.

EnVie Interactive

Technical Artist

August 2009 - May 2010 (10 months)

San Francisco Bay Area

Oversee All Rigging, Character, and Technical Art Implementation, "VIE - www.viethgame.com"

Streamline character creation pipeline.

Misc. Mel and Max scripting.

Mindfuse Games

Technical Artist

October 2007 - July 2009 (1 year 10 months)

San Francisco Bay Area

Cinematico, Inc.

Character Setup Artist/CG Artist

June 2008 - October 2008 (5 months)

(Part Time Contract)

Character Setup for Adult Swim CG series "Xavier, Renegade Angel season 2".

Misc. Modeling and texturing.

Cinematico, Inc.

Character Setup Artist/CG Artist

August 2007 - November 2007 (4 months)

(Full Time Contract)

Character Setup for Adult Swim CG series "Xavier, Renegade Angel season 1".

Misc. Modeling and texturing.

Visual FX

Xzault Media Group

Character TD/Animator

October 2006 - August 2007 (11 months)

Set up all characters for "The Xplorers" Feature Trailer (Featured in June 07 Animation Magazine.)

Oversee shots being completed, as well as animating shots.

Lighting and compositing of all scenes.

Render layer setup, and rendering of all shots.

Guidepost Productions

Generalist

January 2005 - October 2006 (1 year 10 months)

Generalist

Education

Ex'pression College for Digital Arts

Bachelor of Applied Science, Animation & Visual Effects · (2004 - 2006)

San Jose State University

Bachelor of Music, Composition · (2003)