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| [**beccagray.net**](http://beccagray.net/) | **bmg.gray@gmail.com** |

**Skills**

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| --- | --- | --- | --- |
| ***Software*** | ***3D*** | ***2D*** | ***Other*** |
| 3ds Max, Maya | Animation | Animation | UDK |
| MotionBuilder | Rigging | Texturing | Scrum/Agile |
| Photoshop | Motion Capture | Storyboarding | Perforce, SVN |
| Mudbox | Modeling, Sculpting | Matte Painting | JIRA, Confluence |

**Experience**

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| [**Golden Glitch Studios**](http://elsinore-game.com/) | [***Elsinore* (2016)**](http://elsinore-game.com/) | **Sept. 2015 – present** |

Freelance Contract Animator

* Keyframe animated characters for time-looping adventure game set in the world of Shakespeare’s *Hamlet*

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| [**Art Bully Productions**](http://www.artbully.co/) | [***SOMA***](http://www.somagame.com/)**, projects under NDA** | **Dec. 2013 – present** |

Freelance Contract Animator

* Rigged and animated next-gen characters and creatures for PS4 survival horror game by Frictional Games
* Streamlined animation pipeline for client’s proprietary engine and solved import issues

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| [**Gearbox Software**](http://gearboxsoftware.com/) | [***Battleborn***](http://www.battleborn.com/) **(2016),** [***Borderlands 2 Headhunter* DLCs**](http://www.borderlands2.com/us/)**, projects under NDA** | **July – Oct. 2013** |

Contract Animator

* Created pre-production character animations to establish *Battleborn*’s animation style
* Animated characters using biped and custom rigs in multiple programs, using mocap and keyframing techniques
* Shot motion capture and reference footage
* Set up animations in-engine and playtested projects for import issues and bugs

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| [**BonusXP**](http://bonusxp.com/) | [***Cavemania***](http://bonusxp.com/games/cavemania/) | **May – July 2013** |

Contract Animator

* Rigged and keyframe animated characters and props for 3D strategic match-3 iOS/Android title

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| **The Guildhall at SMU** | [***Voodudes***](http://voodudesgame.blogspot.com/)***, Rooty Isles, Piñata Revolución*** | **Oct. 2011 – Dec. 2012** |

Animator, Environment Artist, Character Artist, Texture Artist

* Sole Animator on several small team projects, as well as rigged, modeled, and textured a multitude of assets
* Applied learning in Scrum methodology and game development pipeline

**Education**

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| --- | --- | --- |
| [**The Guildhall at Southern Methodist University**](http://www.smu.edu/guildhall) | | Aug. 2011 – May 2013 |
| Master of Interactive Technology, specialization in Art Creation | Overall GPA: 3.96 | |

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| [**The University of Texas at Austin**](http://www.utexas.edu/) | Aug. 2006 – May 2010 | |
| Bachelor of Science in Radio-Television Film | | Overall GPA: 3.95 |
| Bachelor of Arts in History, minor in English | |  |

**Activities & Honors**

GDC Conference Associate – Volunteer, spring 2014 & spring 2016

Phi Beta Kappa – Member, fall 2008 – present

The University of Texas Longhorn Alumni Band – Member, fall 2010 – present

**Please contact me for work references.**