



Becca Gray

3D ANIMATOR & ARTIST

beccagray.net

bmg.gray@gmail.com

Skills

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

Experience

Golden Glitch Studios *Elsinore (2016)* **Sept. 2015 – present**
Freelance Contract Animator

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

Art Bully Productions *SOMA, 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

Gearbox Software *Battleborn (2016), Borderlands 2 Headhunter DLCs, 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

BonusXP *Cavemania* **May – July 2013**
Contract Animator

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

The Guildhall at SMU *Voodudes, 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

The Guildhall at Southern Methodist University **Aug. 2011 – May 2013**
Master of Interactive Technology, specialization in Art Creation
Overall GPA: 3.96

The University of Texas at Austin **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.