

Shawn E DePriest

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Objective

To lead a technical art team by creating an efficient and standardized tools pipeline and supporting toolset.

Overview

- Highly skilled and dedicated professional with over 12 years solid experience in the video game and independent film industries.
 - Dynamic, proactive problem solver with a passion for efficient and elegant tool design and pipeline optimization.
 - Experienced scripter skilled in MEL, Python, MAXscript, HTML, and various shell scripts.
 - Proficient Maya, MotionBuilder, and 3D Studio Max user.
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Experience

THQ Carlsbad
Carlsbad, CA

Senior Technical Artist
Sept. 2009 - Present

Pending Release Title: Unannounced wrestling game for the PS3 and Xbox 360.

- Standardized MEL, MAXscript, and Python code libraries.
- Created a portable, self-contained tools pipeline for Maya, MotionBuilder, and 3D Studio Max that installs with a single icon click.
- Became outsourcing liaison for the Tech Art department and tools pipeline.
- Wrote MotionBuilder custom UI and supporting tools in Python.
- Created FBX to Unreal PSA exporter in MEL.
- Wrote dynamic camera switcher in MEL for cinematic exporting.

Midway Games, Inc.
San Diego, CA

Senior Technical Artist
June 2009 - Sept. 2009

Pending Release Title: "TNA2 Impact!" for the PS3, Wii and Xbox 360.

- Wrote layered facial animation system in MEL, capable of using both motion capture and hand-key animation.
- Created mocap processing tool in MEL for shifting data to sync with audio files.
- Provided realistic character animations using MotionBuilder.

BottleRocket Entertainment
Carlsbad, CA

Senior Technical Artist
2007 - 2009

Pending Release Title: "Splatterhouse" for the PS3 and Xbox 360.

- Established coding standards and guidelines for technical art department.
- Wrote and installed Maya tools pipeline, complete with Perforce integration.
- Designed and implemented a portable tools system for outsourcing needs.
- Wrote rigging tool in MEL to standardize character setups and enable rapid prototyping.
- Created a multi-character animation UI in MEL that included pose system and Maya to Gamebryo and Havok exporter.
- Implemented retargeting scripts to transfer animation between characters.
- Provided stylized hand-key character animations using Maya.
- Mentored Tech Artist intern who was subsequently hired.

THQ/Concrete Games
Carlsbad, CA
Senior Technical Artist
2006 - 2007

Pending Release Title: "Revolution" for the PS3 and Xbox 360.

- Collaborated with programming team to define tech art coding standards.
- Implemented pre-export scripts in MEL to enforce naming conventions, check mesh integrity, node types, etc.
- Created UI in MEL for adding, checking out, and submitting files to and from Perforce.
- Wrote MEL script for saving and retrieving character skin weights via blind data or external text files.
- Implemented UI in MEL to create ambient occlusion maps via command-line calls to external FAOGEN program.

International Game
Technology
Reno, NV
Artist III
2005 - 2006

Shipped Title: "Soul Train" Slot Machine.

- Wrote auto-rigging scripts in MEL for rapid character setup and game prototyping.
- Created a dual-skeleton control system that enabled animators to hand-key over motion capture data in Maya.
- Used retargeting to share animation between characters.
- Designed and implemented a referencing system to allow animators and modelers to work simultaneously.
- Wrote a project management tool to easily switch projects and paths.
- Delivered realistic character animations using motion capture in Maya.

SCEA/ Redzone Interactive
San Diego, CA
Senior Technical Artist
2000 - 2005

Shipped Titles: "GameDay" and "GameBreaker" 2000-2004 for the PS1 and PS2.

- Installed and maintained network and local Maya setups.
- Designed MEL character referencing and control system for use with motion capture.
- Created MEL facial and hand animation systems, along with exporters.
- Designed and wrote a tool for creating NFL head models from photos, utilizing blended front and side texture projections to create a final image.
- Wrote a MEL batch processor to convert PS2 animation bank to PSP format.
- Adjusted motion capture performances in Maya, delivering hyper-realistic stylized animations.

BlueSky Software
San Diego, CA
Animator
1996 - 2000

Shipped Title: "Goosebumps, Attack of the Mutant" game for the PC.

- Provided stylistic hand-key animations for various projects.
- Researched and recommended plug-ins and techniques for the cinematic pipeline.

Robotic Dream Studio
Vista, CA
Owner
1994 - Present

Established independent studio to develop intellectual properties and provide services to other studios.

- Directed "TOASTERHEAD!" - a feature length independent movie.
- Launched "www.IndieFX.com", an online stock footage company.
- Created CG robotic arm for "Recon 2022: The Mezzo Incident" by Movie Seals Productions (credited).
- Provided sound effects and DVD screener for "Alien Hominid" PS2 game by Behemoth Games (credited).
- Composited effects for film "The Book Club" by Smartistic Films (credited).