

Thomas Schafer

Technical Artist and Animator

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Summary

It's the mixture of traditional art and technical complexity that I'm attracted to in game development. I enjoy problem solving; and even more so when the end result is something viscerally amazing.

Passionate about video game development and entertainment technology, I've put a great deal of time into learning how the entire content creation pipeline works on both a creative level and from a technical point of view.

To animate is to bring to life; I bring the characters in video games to life, and I love what I do.

Software Proficiencies

- *Autodesk Maya*
- *Autodesk Motion Builder*
- *Autodesk Mudbox*
- *Adobe Photoshop*
- *Unity*

Skills

- Building and managing character pipelines
- Character rigging
- 3D modelling and texturing
- 3D character animation (key-frame and motion capture)
- Facial rigging and animation for customizable characters
- Excellent problem solving skills
- A strong desire to learn as much as I can from those around me, as well as contribute what knowledge I have to the team.
- Very diligent and dedicated worker

Professional Experience

Technical Artist/Animator for Folk Tale **[Games Foundry](#) (05-2011 – Present)**

Folk Tale is a fantasy themed city building and adventuring game with over 70 characters and 40 different character rigs as well as a variety of other animated assets. As the lead technical artist, I am responsible for the development pipeline of the characters and animated assets.

Primary duties include:

- Identifying possible problems and advising during character conceptualization.
- Work closely with character and prop artists to ensure art assets meet required specifications
- Modelling and texturing basic characters as reference for character artists
- Topology corrections and clean-up of delivered art assets
- Creation of skeletal hierarchy and skinning
- Creation of custom animation rigs
- Animations for all characters and animated props
- Organization of animation sets and characters
- Game design and testing

Technical Artist/Animator for 'lil Sherman Floppy Entertainment (08-2011 – 11-2013)

'lil Sherman was never shipped, but was a WW2 tower defence for mobile devices. I was responsible for the art direction as well as the character models and animations of 7 modular vehicle rigs.

Primary duties include:

- Game design
- Modelling and texturing
- Creation of vehicle animation rigs for various tanks and wheeled vehicles
- Character and vehicle animations
- Importing and setting up prefabrications in Unity

Education

Associate in Science Digital Multimedia Technologies, Florida State College at Jacksonville

Other Experience

- Many game jams and educational projects
- Assisting small independent teams with animated character assets
- Military service in US Army, Corp of Engineers