

Andrew De Spain

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Enthusiastic technical animator/artist that is adaptive and proficient at collaborating with teams to develop efficient work flows within their pipelines and providing support in building innovative tools. Passionate about advancing animation systems, learning new techniques, and delivering high-quality work in content creation.

Key Achievements & Rewards

- Recognition from a Halo original developer during an executive-level demo for Warthog vehicle rigging, initial design tuning, and hybrid-engine integration.
- Point of contact for support on Dynamic Object Workflows and integration for multiple teams at Halo Studios.
- Contributed to two College Emmy award winning student films.

Experience

Halo Studios (Aquent LLC) - Halo Campaign Evolved

Technical Artist : December 2024 - Present

- **Character & Vehicle Integration:** Supported the character team with asset integration into Halo Studios's Hybrid Unreal Engine pipeline. Authored collision and physics meshes for ten characters and several vehicles. Assisted Game Design with initialized gameplay character and vehicle setup.
- **Destruction Systems:** Partnered with FX and Game Design to enhance destruction fidelity by building and integrating debris systems, tuning damage behaviors, and providing technical guidance on gameplay-driven destruction workflows.
- **Rigging:** Designed and implemented a skeleton and control rig for the Warthog vehicle through custom python system. Aided the animation and design teams by debugging, skinning, and refining rig functionality across multiple vehicle and character rigs.
- **Legacy Animation Retargeting:** Provided the animation team large-scale legacy animation sequence audits, developed scripts for retargeting of thousands of legacy animations for ten characters, and resolving legacy animation state systems for gameplay logic.

Neon Machine - Shrapnel

Technical Artist (Rigging) : August 2023 - September 2024

- **Character Integration:** Worked with the character team to prepare, manage, and integrate several MetaHuman characters into the engine.
- **Character Customization Systems:** Primary support for character customization workflows, including skinning and weight painting 50+ sci-fi and militaristic clothing assets, and integrating skinned assets into both the engine and Shrapnel's customization system.
- **Research & Development:** Assisted the art team in researching and developing solutions for character customization pipelines, rendering icon image systems for hundreds of new customizable weapon and character skins, and engine integration workflows.

Brigham Young University – Student Capstone Projects

Rigging TD & Technical Animator : January 2022 - June 2023

- **Rigging (Game & Film):** Collaborated across four capstone projects to develop five facial rigs, five mechanical rigs, five bipedal rigs, two quadruped rigs, and multiple prop rigs for two games and two films.
- **Team Leadership:** Led and mentored a team of five TDs, teaching rigging workflows and ensuring rigs met the animation team's creative and technical requirements for a film capstone.
- **Generalist Experience:** Animated three shots and lit four shots for a senior capstone film; created idle and movement animations for student game projects.

Education

Brigham Young University

Bachelors of Fine Arts

August 2019 - May 2023

Salt Lake Community College

Associates of Science

January 2016 - April 2019

Competencies & Tech

Content Creation: Maya, Unreal Engine, Python, PyQt, Blueprinting, and Adobe Suite, and basic knowledge of other 3D software packages.

Admin: Perforce, Jira, Microsoft Suite

