

Andrew De Spain

Character Technical Artist

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EXPERIENCE

Character Technical Artist (Rigger) - Neon Machine Inc (SHRAPNEL)

Aug 2023 - Present

Managed Metahuman Characters for an Unreal Engine Game. Created Cloth simulations. Created render blueprint systems for the UI/UX team. Created and Rigged Nanite Vehicles. Created and Rigged Exo-Skeletons.

Character Rigger - Brigham Young University Animation

Jan 2021 - Dec 2021

Designed and built two character rigs for the (Student) Emmy award-winning animated short film "Cenote."

Character Rigger/ Technical Animator/Character Technical Director - Brigham Young University Animation

Jan 2022 - May 2023

Led and trained a team of riggers in creating character rigs for an animated film "The Witch's Cat." I also constructed facial rigs for four characters.

Character Rigger/ Technical Animator - Brigham Young University Animation

Sept 2022 - May 2023

Designed and created rig assets for game production and animations for game cycles in "Solar Showdown".

Research Assistant - Brigham Young University Animation

Sept 2022 - May 2023

Researched methods for efficient animation built-in features into rigs. Helped instructors to create a character asset for previsualization class.

EDUCATION

Brigham Young University - Bachelor of Fine Arts in Animation

Received April 2023

PORTFOLIO

<https://www.adespain.art>

SKILLS

Maya

Unreal Engine

Blueprints

Substance Painter

Zbrush

Photoshop

Python

PyQt

ngSkinTools v2

AWARDS

Nominated Emmy -
Animated Short Film "The
Witch's Cat"

Student Emmy - Animated
Short Film "Cenote"

Talent Award Scholarship
awarded by Karen Eccles