

JENNIFER HOFFMAN

Technical Artist, Animator

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ART@JENNIFERHOFFMAN.NET

OBJECTIVE

Creatively solve problems of both a visual and technical nature; the more the two mix, the better!

SPECIALTIES

- Expert with rigging and scripting rig-related tools in Pymel
- Great at technical maneuvering and problem solving in maya
- Render solution guru, including: lighting, shader networks, and render layers / passes

SOFTWARE

- Maya
- Photoshop
- After Effects

PROGRAMMING

- Pymel
- PHP / MySQL
- HTML / CSS 3
- Javascript / JSX (Photoshop)

WORK EXPERIENCE

Arena Net

QA Tester

QA Contractor

Responsibilities

- Complete thorough test passes of new content
- Write feedback for design teams working on new content
- Investigate, write, and regress bugs in new and existing content
- Participate in build verification tests

Projects

- Guild Wars 2 release build
- Guild Wars 2 living world content: Return to Southsun Cove, Dragon Bash, Aetherblade

Seattle, WA

April 2013 – Current

Aug 2012 – Aug 2012

Callan Studios, LLC

Technical Lead

Animator

Achievements

- Programming of a fully automated rigging solution
- Expertise with dynamic parent switching while maintaining world-space position
- Expertise with advanced IKs including nested IKs and spring IKs
- Created shader networks to cheaply mimic expensive effects like sub-surface scattering

Responsibilities

- Rigging of diverse characters
- Identifying potential rigging problems and programming tool solutions with pymel
- Shader graphing, lighting direction, and render coordination
- Character animation and lip sync
- Modeling, UV mapping, and texturing for HD rendering

Projects

- Rigging of Transformers characters for marketing purposes
- Rigging of various toys related to Ironman
- Commercials and animated shorts of popular franchises including: Mr. Potato Head & Baby Alive

Tampa, FL & Bellevue, WA

April 2011 – April 2013

Jan 2009 – April 2011

Webfoot Technologies
Contract Artist & Designer

Tampa, FL
Jan 2009 – Feb 2011

Achievements

- Invented creative mini-game design to disguise learning as fun

Responsibilities

- Design and document game systems for the team
- Create 2D & 3D game assets
- Write photoshop scripts to speed artist workflow

Projects

- Scripps Spelling Bee (DS) - A collection of word puzzles

FX-Interactive, L.L.C.

Tampa, FL
April 2006 – May 2007

Animator, Environment Artist, Design Advisor

- Create environment assets including custom SpeedTree library
- Rig and animate creatures
- Assist in the game design process and oversee design documentation / internal wiki

EDUCATION

International Academy of Design and Technology

Bachelor of Fine Arts, Computer Animation

Tampa, FL
September 2006