Maya D'Amico
3D Character Animator

www.mayadami.co ✦ damicomaya@gmail.com

EDUCATION

Champlain College   **Fall 2019 – Spring 2023**
Bachelor of Science in Game Art & Animation   *Burlington, VT*

- Coursework:
    - Game Studio III, II, I, & Intro
    - 3D Animation II, I, & Intro
    - 3D Modeling II, I, & Intro
    - Advanced Seminar in VFX
    - Motion Capture for Animation
    - Procedural 3D Modeling
- Animation Diversity Foundation Mentee & Scholarship Recipient

SKILLS & CERTIFICATIONS

- **Character Animation** in Autodesk Maya; proficient in fully keyframed animation & motion capture editing.
- **Motion Capture** using Rokoko Smartsuits; capable of data cleanup & assigning HumanIK to rigs in Maya.
- **Rigging/Skinning** in Autodesk Maya utilizing *Advanced Skeleton* & other scripts to enhance workflow.
- **3D Modeling and Texturing** using Autodesk Maya, Pixologic ZBrush, and Substance Painter.
- 3+ years of collaborative game development within **Scrum** and **Agile** frameworks.

Certifications: Adobe Certified Associate in Photoshop & Illustrator.

GAME PROJECTS & EXPERIENCE

Ashes to Ashes ([Link])   **Fall 2022 – Present**
Animator & Rigging Artist   *Team Size: 13*

- Created custom rigs & animations for several characters utilizing **Unreal Engine's IK retargeting system.**
- Animated cinematic cutscenes for scripted events in collaboration with level & narrative designers.
- Developed and maintained animation pipelines between character artists, programmers and animators.
- Assisted with other areas of project maintenance as needed, such as 3D asset creation and sprint planning.

MageBall   **Spring 2022**
Animator & Lead Artist   *Team Size: 9*

- Created a custom rig and a suite of gameplay animations suitable for a third-person fantasy sports game.
- Collaborated with the design team & directed artists to establish the overall feel of the project's visual style.
- Facilitated daily standup meetings and weekly sprint planning and review sessions for the art team to ensure that all members were aligned and working towards the same goals.
- Produced visual effects in-engine using Unity's Shuriken particle system.

Boba Story   **Summer 2021**
Lead Artist & Associate Producer   *Team Size: 11*

- Designed and created 2D Art assets such as background art, user interface elements, food sprites to be used for an educational childrens' game produced in Unity.
- Conducted sprint retrospective meetings, identifying successes and areas for improvement within team productivity and efficiency.
- Worked with team members to break down user stories into smaller, actionable tasks, ensuring that each task is well-defined and achievable within the sprint timeframe.
- Maintained full-team communication within a fully-remote environment.