
Greg Hendrix

Technical Artist

greg@tdhendrix.com

www.tdhendrix.com

SUMMARY

Experienced technical artist with proven skills in creating high quality character rigs, increasing team productivity through tool creation, documenting processes, setting up art pipelines, and supervising a team of 3D artists to ensure assets meet technical requirements.

- Developed unique rigs and automated rigging systems for 2D/3D characters
- Setup characters to use animation created with motion capture
- Created tools with MAXScript, Python, JavaScript, and Fabric KL to increase productivity
- Accustomed to a high volume art pipeline while self-managing to meet deadlines

WORK EXPERIENCE

ZeniMax Online Studios (*Technical Artist*) | Hunt Valley, MD

August 2015 – Present

npnf, inc. (*Technical Artist*) | San Francisco, CA

March 2014 – May 2015

Zynga (*Technical Artist*) | San Francisco, CA

July 2011 – June 2013

PROJECTS

The Elder Scrolls Online (*PC/PS4/XB1*)

WhatNow (*iOS/Android*)

Adventure of Nom (*iOS/Android*)

YouMeWars (*iOS/Android*)

YouMeVerse (*iOS/Android*)

BattleStone (*iOS/Android*)

Dragons and Pirates (*iOS/Android*)

ForestVille (*iOS/Android*)

Dream Zoo (*iOS/Android*)

EDUCATION

CGWorkshop: Rigging for Games (*2017*)

Scott Eaton's Figure Anatomy for Artists (*2017*)

Scott Eaton's Portraiture and Facial Anatomy for Artists (*2017*)

CGWorkshop: Rigging Techniques: Cartoon to Realistic (*2016*)

CGWorkshop: Character Facial Rigging for Production (*2015*)

Rigging Dojo: Production Sculpting F.A.C.S Facial Blendshapes for VFX (*2015*)

Rigging Dojo: One Month Apprenticeship (*2014*)

Academy of Art (*2008-2011*)

3D Buzz Mastering Maya Class (*2005*)

SKILLS

Rigging, Skinning, Maya, 3ds Max, MotionBuilder, MEL, MAXScript, Python, PySide, JavaScript, Fabric Engine, Perforce, Git, JIRA, Photoshop, Illustrator, ZBrush, Mudbox, Unity, Unreal