BRIAN ESCRIBANO
TECHNICAL ANIMATOR
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PROFILE

I am a Technical Animator with over 15 years of experience working in Education, TV and Games. I have built world class character rigs and animation pipelines for companies such as Boss Fight Entertainment, Bioware, Nickelodeon, Mirada and Spark Unlimited. I have a strong passion on learning new skill sets and taking my projects to the next level.

TECHNICAL SKILLS

Character Rigging	Python Scripting for Maya	MEL Scripting for Maya
Research and Development	Problem Solving	

EDUCATION

Art Institute of Fort Lauderdale, Fort Lauderdale, Florida   Dec 2002
Bachelor of Science in Media Arts and Animation

EXPERIENCE

Senior Technical Animator, Boss Fight Entertainment   Jun 2017-Oct 2019

Supported the pipeline needs across two studios. Created rigs, blend shapes and skinning for multiple mobile Unity projects with one currently in development under NDA. Provided outsource reviews for skinning, blend shapes and animations. Performed animation clean up, and minor VFX work. Rig, skinned, and animated props including a few character animations from scratch. Created a dynamic XML based summoning tool, Batch Tool with ability to add custom scripts and documented the entire Rigging and Animation pipeline tools.

Freelance Character Rigger, Odd World   Apr 2017-Aug 2017

Created rigs for miscellaneous props including minor animations. Updating rig and skinning on existing rigs. Oddworld: Soulstorm (Release 2020)

Senior Technical Animator, Bioware   May 2014-Apr 2017

Worked with EA's proprietary gaming engine: Frostbite to create the dynamic cloth and hair in Mass Effect. Used Python and the Maya API created pipeline tools, created character rigs for mechanical, humanoids and weapons for three undisclosed projects including two shipped titles:
Dragon Age Inquisition: The Descent - video game (Aug 2015)
Mass Effect: Andromeda - video game (Mar 2017)

Character Rigger, Visual Creatures   Mar 2014-Apr 2014

Created and skinned dragons for HBO First Look: Dragon Babies for Saturday Night Live

Character Rigger, Digital Domain 3.0   Mar 2014-Mar 2014

Skinned a bear for a RND project to mocap a human to animated a bear for The Jungle Book movie

Character Rigger, SizzlePitch   Mar 2014-Mar 2014

Created rig of a basketball player for interactive promo for March Madness

Senior Character Rigger, Spark Unlimited   Oct 2010-Dec 2013

Using Mel, Python, PyMEL, XML and the Maya API; I developed many tools for workflow efficiencies and quality enhancements. These tools include, but are not limited to, Pose saving and loading with mirror functionality, motion capture integration for Maya, transferring motion capture using Motion Builder, batch processing, "On Demand" rigging system, a modular base rigging system based in XML, Unreal Matinee Creator through Maya that is transferable to the Unreal Engine, APEX Cloth for cinematics,

Ninja Gaiden Z (video game) – Manage characters and mechanical rigs for fast paced combat. (Mar 2014)

Lost Planet 3 (video game) – I manage over 70 male and female characters. This includes complex deformation rigging for face and body as well as the adding of animator friendly controls for key frame and motion capture editing. (Aug 2013)

Character Rigger, Mirada/Motion Theory   Mar 2014-Mar 2014

Prevacid "Summer" - Modified character rigs and skinned multiple characters for 30 second commercial spot

Target "I Will" - Created character rigs and skinned 5 characters for 30 second commercial spot

Katy Perry "California Gurls" - Character finalizer on existing rigs

Target "A Better Bullseye" Created character rigs and skinned 10 characters for 15 and 30 second commercial spot. Including writing a Python Plug-in that is still incorporated into the pipeline.

Instructor, Glendale Community College   Apr 2009-Jun 2010

Instruct a class of 15-24 students in the art of Character Rigging including writing the curriculum over two semesters including working with each student on a one on one basis.

Character Technical Director, Nickelodeon   Apr 2009-Aug 2009

Created toon rigs for characters and props for "Fanboy and Chum Chum" and "Penguins" television shows.

Character Rigger, DXD   Jun 2008-Jan 2009

Freelance character rigger working with existing rigs and creating new rigs for the Rainbow ValleyFire Department kids show.

Created and skinned a hockey player rig for the great Tampa Bay Lightning's jumbotron

Lab Specialist, Full Sail   Oct 2003-Apr 2009

I assisted the students in the lab in the following classes. The most recent class is described first.

Computer Animation Production: Specialize in Character Rigging and MEL/Python scripting to assist the students building the final assets for their demo reel.

MEL Scripting Basics: An introduction class to MEL scripting.

Character Rigging: A complex rig including dynamic expressions, constraints and soft bodies.

Character Modeling: The creation a character using NURBS and Polygon modeling techniques