

Michael Abahazy

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Website: www.abahazy3d.com Demo Reel: <http://www.vimeo.com/abahazy>

OBJECTIVE: To obtain a position in the field of technical art or direction.

SKILLS:

- Maya, Python, Maya Python API
- Pipeline/tools design and development
- Maya plug-in development (Python API)
- Character setup, muscle system setup, cloth setup
- Motion Builder
- Adobe Photoshop
- Exceptional leadership and interpersonal skills
- Highly skilled project manager able to meet deadlines and produce results consistently
- Strong balance between artistic and technical abilities

EXPERIENCE:

9/08-9/09

2K Sports/Visual Concepts

Novato, CA

Technical Artist

Shipped: *MLB2K9, NBA2K10, and NHL2K10*

- Worked in the tech group to design and develop a pipeline from the ground up
- Prototyped, created tech demos, and presented new technology
- Evaluated workflow, processes, and third party technology
- Worked with artists, animators, and engineers to develop solutions for any and all art related production needs
- Troubleshoot and resolved any technical issues
- Setup lighting and created particle effects for stadium intro presentations
- Worked with shaders and lighting for characters and environments

4/07-9/08

LucasArts Entertainment Company

San Francisco, CA

Character Technical Director

Shipped: *Star Wars: The Force Unleashed*

- Managed the technical aspects of the real time cinematics team
- Developed pipeline and workflow tools
- Character setup and maintenance on skinning, cloth, and dynamics
- Worked with artists, animators, and engineers to develop solutions for any and all character related production needs

EDUCATION:

12/06

The Art Institute of California- San Francisco

San Francisco CA

Bachelor of Science, Media Arts and Animation

Graduated with Honors

Focus: character technical direction

