

Chad Mauldin

Accomplishments

- Designed and deployed the art and animation pipeline (with necessary tools) for an advanced modular weapons system
- Was on the Technical Art Panel and presented at 3December 2009 in Austin, which discussed common technical art issues many studios face.
- Lead teams on optimization passes to reduce memory and increase performance across multiple projects and disciplines (Animation, Art, Level Design)
- Redesigned the animation pipeline to use 70% less memory, require less animations, improve animation quality, reduce export time, and reduce human error, all without drastically altering workflow.
- Designed and created numerous tools to tackle challenging pipeline and workflow issues for both art and animation

Titles

Borderlands -Gearbox Software	Unannounced FPS - Gearbox Software
Borderlands: DLC 1,2,3,4 - Gearbox Software	Duke Nukem Forever - Gearbox Software
Unannounced Title - Gearbox Software	F.E.A.R 3 - Day1Studios
Aliens: Colonial Marines -Gearbox Software	Bothers In Arms 4 - Gearbox Software

Professional Experience

8-2009— Present

Gearbox Software

Plano, Texas

Lead Technical Animator

Handled all technical interaction between Art, Animation, and Code. Worked with Artists, Art Directors, Animators, Designers and Programmers to design, prototype, and deploy all technical requirements of the games. Oversaw Art and animation Perforce source control to ensure consistency and accuracy of files. Created programs to verify source content and game content against technical requirements. Directed all technical aspects of the animation pipeline including, motion capture, character rigging and skinning, animator tools, in-game animation blending, and animation bug fixing. Redesigned the animation systems to use 70% less memory and require less animations overall. Implemented technical training documents and held classes to train both animators and artists in proper asset creation. Assisted as needed in all technical areas of game creation across multiple projects, including trouble support for outsourcers.

12-2007— 8-2009

Day 1 Studios

Chicago, Illinois

Technical Animator

Created and maintained all character rigs and animation tools. Worked directly with the concept artists and the art director to ensure that we could meet the technical requirements of all new character designs and maintain artistic vision. Helped design and implement a new animation export system to handle more complex animations and reduce animator exporting time and error. Worked with environment art to create tools to ease the burden of building and maintaining large complicated environments. Created and maintained the animation mocap pipeline. Supported animators working in both MotionBuilder and 3DS Max.

Software and Programming

3DS Max
Motion Builder
Unreal 3

C#
.NET
Maxscript

Vicon Blade
Perforce
FaceFX

References

Cedric Busse - Lead Animator - (847) 722-3079 - Cedzilla@comcast.net

Eric Sapp - Lead Cinematic Animator - (847) 691-5509 - esapp18@yahoo.com

Sergey Klibnov - Animation Engineer - (312) 925-7211

Eric Purins - Build Engineer - (708) 445-0474 - erik@purins.com

Spencer Luebbert - Technical Artist - (816) 255-9103 - speuzer@gmail.com