

# CHAD MAULDIN

## QUALIFICATIONS

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- Expert at creating custom rig solutions and working with Biped.
- Experience designing and implementing MOCAP pipeline solutions.
- Continuously improving techniques and refining procedures to optimize pipelines.
- High level Maxscript tool creation to speed up the art creation process.
- History of performing under pressure and deadlines.
- Has used 3d Studio Max for over 10 years
- Proven problem solver

## ACOMPLISHMENTS

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- Architected and implemented a 3d Max and Motion builder dual pipeline for editing MOCAP that allowed artists to work in the software they were comfortable with regardless of what package the motion had been previously edited in.
- Developed numerous animation tools working in conjunction with animators to speed up their workflow.
- Tackled several batch processes of thousands of files to make sweeping changes to animations and ensured quality of the files changed.
- Created, edited, and designed state machine animation graphs for an AAA FPS game.

## SOFTWARE

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|------------------|--------------------|
| ▪ 3D studio Max  | ▪ Maxscript        |
| ▪ Motion Builder | ▪ Intermediate C++ |
| ▪ Photoshop      | ▪ JavaScript       |
| ▪ HTML           | ▪ PHP              |
| ▪ Perforce       | ▪ .NET             |
| ▪ Face FX        |                    |

## REFERENCES

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Cedric Busse – Lead Animator – (847) 722-3079 – [Cedzilla@comcast.net](mailto:Cedzilla@comcast.net)

Jeff Williams – Animator – (847) 347-5993 – [artsaveslives@mac.com](mailto:artsaveslives@mac.com)

Sergey Klibnov – Animation Engineer – (312)925-7211 – [Sklibnov@gmail.com](mailto:Sklibnov@gmail.com)

## WORK HISTORY

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2008 to Present

**Technical Animator**

Day 1 Studios