Phillip Kauffold

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Shipped Games: Tomb Raider: Anniversary, Tomb Raider: Underworld, Tomb Raider Downloadable Content, We City, updates to We City, We Farm, Adventure Bay, and We Rule, YouMeVerse, Norman Rockwell in VR, Transformers: Legends, Wrestle Deck

EXPERIENCE

Academy of Art University: Technical Lead and Instructor (2012-Present)

Created a Technical Art Track for the School of Game Development
- Created a series of technical art classes including Introduction to Rigging for games, Creature Rigging, Advanced Rigging, 2D Visual Effects, 3D Visual Effects, Tools Programming In Python

Virtual Reality and New Technology
- Created the class to explore the design principles for virtual reality experiences and other emerging technologies, such as augmented reality, motion controls, and haptics

Virtual Norman Rockwell Museum – Project Lead (2022-2023)
- Creating a web-based version of the Norman Rockwell Museum for both preservation and educational purposes
- Designed how the users will interact as both individual and in multiplayer situations
- Oversaw the production pipeline

Norman Rockwell in VR: The Four Freedoms – Project Lead (2017-Present)
- Project lead creating a virtual reality component for a travelling exhibition for the Four Freedoms series of paintings.
- Coordinated development between the Norman Rockwell Museum and the Academy of Art development teams
- Designed the interactions and interactivity so the experience would accessible to people of all ages and backgrounds
- Scripted the framework and many of the interactions as well
- Oversaw the QA

Blocktackle – Freelance Technical Artist (2022-2023)
- Created a rigging pipeline for a skating game that incorporated characters of different proportions attached to a skateboard as a separate object using Final IK
- Created a state machine in Unity for the animations that accommodated different skating tricks and combinations
- Authored multiple rigging tools to accommodate a pipeline that included Blender, Maya, and Unity
- Added VFX systems to different animations and created a system so other people could add other systems themselves
- Rigged characters for a second mobile game that required a very small joint count to accommodate up to 30 players
- Scripted a system to quickly rig clothing and accessories for the characters.

Wrestle Deck – Freelance Animator
- Created original animations for collectable cards performing wrestling moves on each other
- Added in camera movement to best highlight the action and give the scenes a dynamic feel

SK Planet – Freelance Technical Animator (2013-2014)
- Created a rigging pipeline to accommodate more than 300 characters and creatures
- Authored additional tools to automatically bake down the animation and export it for use in Unity
- Responsible for troubleshooting and fixing any in-game issues with the characters or creatures

Engineered Care – Freelance Technical Animator (2012-2013)
- Created a Unity production pipeline and art assets for an avatar-based program that helps people with public assistance programs and hospital discharge instructions
- Used FaceFX to create lip-synch animation files for use in Unity
- Wrote a script that blends FaceFX animations with the character's body animation in Unity

DeNA-San Francisco – Freelance Technical Artist (2013)
- Created pre-rendered animation, particle effects, lighting, and camera layouts for cinematics for the Transformers: Legends mobile game
- Authored in-game particles for Transformers: Legends using DeNA's particle effects system

DeNA-San Francisco (formerly ngmoco): Technical Artist and Animator (2010-2012)

Shipped Games: We City, DLC content for We City, We Farm, Adventure Bay, and We Rule

- Organized the assets for the launch of We City and maintained the We City content pipeline
- Managed outside contractors and internal artists in the creation of DLC content multiple times a week
- Scripted tools to streamline and automate the scene set up process
- Trained interns in animating and modeling in Maya for production
- Wrote training documents that allowed an outside studio to take over the production and integration of We Rule DLC content within 2 weeks of them receiving it

Crystal Dynamics: Associate Technical Animator (2006-2009)

Shipped Games: Tomb Raider: Anniversary, Tomb Raider: Underworld, Tomb Raider DLC

Tomb Raider Anniversary
- Rigged characters and creatures for use in both cinematics and in-game animation
- Animated cinematic and in-game character and creature animations

Tomb Raider Underworld
- Staged cinematic scenes in Maya, including importing and combining motion capture clips from Motion Builder
- Responsible for all elements and functionality of the cinematics and cinematic pipeline on a day-to-day basis
- Created, rigged, and scripted objects for the animation team
- Scripted tools in MEL for the animators, including an equipment parenting system
- Collaborated with the programming team to create a new, customized lighting system

International TV Ad and web trailers
- Managed the pipeline between the animators, the effects crew, and the compositors for our in-house development of an internationally aired television ad under an extremely tight deadline
- Created a tool to match the location of the various environments so that the different scenes blended seamlessly
- Converted media and assets into marketing materials and promotional trailers

TECHNICAL SKILLS - Maya, Unity, C#, MEL Scripting, After Effects, pipeline management

EDUCATION

Bachelor of Science in Media Arts and Animation - The Art Institute of California-San Francisco   2005