

# Andrea Gausmann

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www.thissiteisrigged.com

## EMPLOYMENT:

- 2011-2012 **343 Industries, Microsoft**  
Working as a Tech Artist, developing pipeline tools and rigging (characters, weapons and vehicles). My responsibilities include getting assets into engine, as well as rigging assets, scripting, pipeline design, and working with other teams to facilitate pipeline education.
- 2009-2012 **Instructor, Academy of Art University**  
Teaching 'Intro to Rigging' classes and building new classes and curriculum for both BFA and MFA students.
- 2010 **Character TD, Motion Theory**  
I worked as a character TD on commercials and music videos. I finalized characters, added facial/accessory rigging and implemented changes per animator's requests.

## EDUCATION:

- 2004-2009 **BFA: Visual Effects and Animation**  
Academy of Art University San Francisco, CA

## AWARDS:

- 2009 **Winner of Spring Show 2009 - Rigging/Mel Scripting**  
Academy of Art University San Francisco, CA 2009

## SOFTWARE:

Maya  
Massive  
Adobe Suite  
Zbrush  
Motion Builder

## LANGUAGES:

Pymel, Mel, Python

## SKILLS:

Muscle Systems (Maya and other systems)  
NCloth Simulation  
Massive Crowd Simulation

## VITA:

- 2011 **Halo 4** 343 Industries, Seattle, WA  
Technical Artist  
Manager: Scott Parrish
- 2010 **Prevacid Commercial** Motion Theory, Los Angeles, CA  
Character TD Commercial  
Project Supervisor: Danny Zobrist
- 2010 **Target Commercial** Motion Theory, Los Angeles, CA  
Character TD Commercial  
Project Supervisor: Danny Zobrist
- 2010 **Katy Perry's California Gurls** Motion Theory, Los Angeles, CA  
Character TD Music Video  
Project Supervisor: John Fragomeni
- 2010 **Target: A Better Bullseye** Motion Theory, Los Angeles, CA  
Character TD Commercial  
Project Supervisor: Danny Zobrist
- 2008-2009 **Dragon Boy** San Francisco, CA  
Character TD Masters Thesis Short Film.  
Project Leads: Lisa Allen, Bernardo Warman, Shaofu Zhang.