

TOMÁS POVEDA

Character TD & Tool Dev

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Education

Animum 3D School (2016 - 2017)
Advanced Character Rigging in Maya

PrimerFrame (2015 - 2016)
Videogame MA

University of Alicante (2011 - 2015)
Multimedia Engineering Degree

Experience

Frameover (Sep. 2016 - Jan. 2017)
Technical Artist
Tool Development for Unity and UE4
Character and props rigging
VR Experiences Scripting for UE4

Gameloft (Mar. 2017 - present)
3D Technical Artist
Tool Development for 3ds Max
Rigging pipeline development
Character and props rigging
GLSL Shader Programming

Solstice Short Film (June 2017 - present)
Character TD & Tool Dev
Lighting Pipeline Developer
Tools Developer
Character Deformations fixer

Specialties

Character Rigging (body and facial)
Props Rigging
Problem-solver
High motivated and cooperative
Eager to learn
Solid anatomy understanding
Strong mathematical skills
Strong programming skills
Strong technical knowledge of 3d packages
Strong sense achieving appealing deformations

Skills

Advanced

Maya

3ds Max

ZBrush

Python

C/C++

C#

MaxScript

QT/PySide

Intermediate

MEL

Maya API

Unreal Engine

Unity

Photoshop

GLSL/HLSL

Beginner

ZScript

Houdini