

# Omar Amador

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## Technical Animator

**Employment objective:** To find and meet technical challenges in order to expand my skill set and assist the production team in the area of animation.

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### Programs

- Maya
- Max
- Havok Behavior Tool
- Mudbox
- Z Brush
- After Effects
- Photoshop
- Flash

### Creative Interests

- Exploring Rigging Techniques
- Creating Mel/Python Scripts
- Tool Building
- Animation
- Game Development
- Character Design and Modeling
- Simulations and Dynamics  
(hair/cloth/particles)

### Experience

#### Disney Interactive – Junction Point Studios / [junctionpoint.com](http://junctionpoint.com)

*Animator/Character TD on Disney's Epic Mickey and unannounced projects*

June 2010 – Present

- Work with animators to build effective character rigs for best performance in game
- Solving unique animation challenges for environment assets without impacting performance
- Working across disciplines for successful assets implementation and problem solving
- Tool development for various tasks including procedural rig creation and improving out workflow

#### Elastic Studios/ [elastic.tv](http://elastic.tv)

*Character TD on commercial projects*

April 2010 – June 2010

- Work with 3D Visual Effects Director to build rigs for best performance
- Problem solve unique challenges for character rig creation
- Develop tool for procedural rig creation

#### Game Wizards Production, AICA-LA / [game-wizards.com](http://game-wizards.com)

*Rigging/Animation Lead on Adventure Game Exodus*

June 2009 – April 2010

- Develop consistent character rigs for both mechanical and organic models
- Train artists in setting up characters for a game production
- Organize, analyze and develop rigging and animation pipeline

#### 9K9 Studios / [9k9.com](http://9k9.com)

*Rigger/Technical Adviser for Short Sizzle Reel*

March 2009 - June 2009

- Develop character rigs for both mechanical and organic models
- Assisted in developing production pipeline
- Find solutions to solve production issue without halting production
- Organize, analyze and develop Mel script to aid production

### Education

**The Art Institute of California - Los Angeles, CA**

September 2009 Graduate

Bachelors of Science in Media Arts and Animation