Scott Xiong www.scottxiong.com

Summary

- √ Character Rigger on Resident Evil: Operation Raccoon City
- √ Contributed to 8 other titles across Xbox 360/PS3/Wii & Mobile
- √ Specialized in rigging, art integration, tool scripting, and process development
- √ Lead Character Rigger at Electronic Arts Canada
- √ Avid problem solver, apt in Python/MEL/Expression scripting for Maya
- √ Expert skills in Maya art asset production, and integration using Unreal Engine
- √ Graduated with Diploma & 3.8 GPA in two year program at CDIS/AI
- √ Honorable Mentions for Unreal Mod Piddly's Chance in Nvidia Make Unreal Contest

Professional History

Slant Six Games Character Rigger 2010 - 2011

- Resident Evil: Operation Raccoon City (PS3/360) - developing & maintaining skeletons & rigs, weights & expression scripts, performing modeling & animation fixes, character production process/workflow improvements, art asset optimization & integration, QA

Electronic Arts Canada Technical Artist 2008 – 2009

- Fight Night Round 4 (PS3/360) – maintain rigs, develop weights & expressions, tune muscle & cloth deformation parameters, art asset optimization & integration, QA
- EA Sports Active (Wii) – develop & maintain rigs, weights, expressions, and processes
- Grand Slam Tennis (Wii) – develop & maintain rigs & weights, QA
- 3 other titles – develop weights, pre production planning, art asset management

Electronic Arts Canada Associate Technical Artist 2008

- NBA Live 09 (PS3/360) – develop weights, maintain rigs, tune deformation parameters, write technical documentation & tutorials, QA
- NCAA Basketball 09 (PS3/360) – develop weights, tune deformation parameters, optimize & manage outsourced assets, technical documentation, QA
- Facebreaker (PS3/360) – develop weights, tune deformation parameters, QA

Koolhaus Games Lead Technical Artist 2004 – 2006

- Two Unreal Engine 3 prototypes – develop & maintain models, rigs, animation, physics, create processes & workflows, art asset optimization & integration, write technical documentation & tutorials, train Artists, QA
- Megatouch Mobile Arcade 2 (mobile) – develop, optimize & integrate art assets, manage builds, QA
- Novarunner (mobile) – art asset optimization & integration, manage builds, QA