

EDUARDO AUGUSTO SIMIONI

TECHNICAL ANIMATOR

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Italian and Brazilian citizenship

OBJECTIVE

To push forward the limits of technology and quality of real time animation together with an inspiring team.

PROFESSIONAL EXPERIENCE

2007-present Milestone Srl, Italy.

- **Motocross World Championship** (production) - *Lead/Technical Animator*: currently creating and prototyping new animations, blend trees, scripted tools and pipeline from ground up to use with EMotionFX animation system from Mystic Game Development. Managing outsource production of trick animations.
- **SBK2011** (PS3, X360, PC) - *Lead/Technical Animator*: moved the entire pipeline, rig, animations and blend tree to EmotionFX animation system. Re-rigged characters from scratch from Biped to a custom skeleton, set up the pipeline including scripting tools to help optimization of assets and exporting procedure, implemented all the features needed and added new ones on the new blend tree, improved and optimized animations, re-made the fall system from scratch.
- **WRC2010** and **WRC2011** (PS3, X360, PC) - *Lead/Technical Animator and Artist*: scripting skinned damage system and tools for vehicles, keyframing of driver/codriver, ambient life, public, marshals. Streamlining outsourced drivers' texture assets into the game. Set up and maintenance of pipeline for characters.
- **SBK09** and **SBKX** (PS3, X360, PC) - *Lead/Technical Animator*: for both projects, was responsible for all in-game and cut-scene animations, from concept to final product. including breaking down the shot list, directing the motion capture session and supervising freelance animators. Implemented prop animations on the pipeline.

2007 Mindware Studios, Czech Republic.

- **Painkiller Overdose** (PC) - *Animator*: animated characters and weapons, with keyframe and mocap.

2006-2007 Bohemia Interactive Studio, Czech Republic.

- **Armed Assault** (PC) and **ArmA Queens Gambit** (expansion disk, PC) - *Artist and Animator*: Modeled, rigged and keyframed wild life (dog, rabbit, birds, goat, etc). Tweaked and improved mocap for in-game soldiers movement and transitions.

EDUCATION

2001-2005: Universidade Federal do Rio Grande do Sul, Brazil; **Bachelor in Fine Arts**, with free-choice courses from the Drama department. Completed with an animated short as final project.

1998-2000: Universidade Federal do Rio Grande do Sul, Brazil; **Bachelor in Computer Science**. Incomplete.

TOOLS

3D Studio MAX

Maxscript

Photoshop

Motionbuilder

Python

After Effects

Maya

Pymel

Linux

All tools were self-taught.

OTHER RELEVANT EXPERIENCE

Between 1999 and 2004 co-founded two different indie game development studios in Brazil and worked as a manager and as an artist on the production of four prototypes and many different business plans. Also finished two CG animated short films between 2003 and 2005.

For 9 months in 2003 I've also taught classes of 3d Studio Max for SoftCad, a Discreet Certified Training Center in Porto Alegre, Brazil.

SKILLS OVERVIEW

Extensive experience with animation, both keyframed and motion captured. Worked with all artistic aspects of game development and with many different engines and pipelines. Excellent knowledge of Maxscript, Python and rigging solutions for real time engines.

I have experience leading different sized teams, scheduling and managing asset production, from both my last and firsts experiences. I'm proactive and really team focused, sharing and using works of others is a must for me. I have great communication skills, am a really fast learner, extremely flexible to handle all kinds of different situations, easy to receive and give criticism. Also strong initiative with either new uses of technologies or their application on business.

Portuguese is my mother language, but I'm also fluent in English and Italian, having used all three on different work environments.