

ANGEL WYLIE

TECHNICAL ANIMATOR



EXPERIENCE

TECHNICAL ANIMATOR AT TELLTALE GAMES 2016 - NOW

- Supporting animators and directors in solving technical issues.
- Assisting in creating proprietary tools. (Python/MEL)
- Research and develop new pipelines and tech.
- Building motion capture pipeline, directing sessions, and processing data.
- Managing animation assets and integrating them in engine.
- Processing and polishing lipsync, as well as cloth dynamics.
- Training internal and external teams on new tools and technical workflows.
- Collaborating with art and engineering to streamline animation pipelines.

TECHNICAL ARTIST AT MINTED 2014 - 2016

- Developed tools for the production team.
- Collaborated with engineers to address asset bugs.
- Managed outsourcing teams and provided feedback to assets.
- Rebuilt project files optimizing for the web and ensured all technical requirements were met.

DIGITAL RETOUCHING AND COMPOSITING SPECIALIST

- Designed fresh content for Minted's publications using statistical data, and trends to appeal to Minted's specific target market.
- Rendered and composited multiple raw photos together applying realistic textures, shadows, reflections, and lighting.

ANIMATOR AT SKETCHY PANDA GAMES 2015

- Animated enemies for survival zombie game, "Aberford."
- Created blendshapes for facial animation

ANIMATOR AT FENRIR STUDIOS 2014 - 2015

- Animated main characters for survival game, "Dark Storm."
- Integrated animations in Unreal engine.

DIGITAL ARTIST AT NLI 2013 - 2014

- Created and textured over 80+ 2D assets to enrich the puzzle platformer, "Whispering Willows," on PC/MAC, iOS, Android, PS4, Xbox, Wii U.
- Created and drafted storyboards to help develop story arcs for chapter cinematics. Cleaned and polished for 2D cutscenes.
- Assisted in playtest and provided feedback on in-game assets.

VOLUNTEER

- GDC CA/IGDA - 2017, 2016, 2015, 2014
- Casual Connect - 2014
- Pax Prime - 2014
- SIGGRAPH - 2013, 2012

CONTACT INFORMATION

WEBSITE angelanimation.wordpress.com

EMAIL angel.wylie@yahoo.com

PHONE 916.612.8736

PROFILE [linkedin.com/in/angelwylie](https://www.linkedin.com/in/angelwylie)

TWITTER @angelwylie

EDUCATION

DEGREES Bachelors in Applied Computer Graphics (2013)
Minor in Game Design (2013)
Associates in Graphic Communications (2011)
Associates in Arts and Humanities (2010)

COLLEGES California State University, Chico
Folsom Lake College
Sacramento City College

SOFTWARE

AFTER EFFECTS	PHOTOSHOP
FACEWARE	UNITY
MAYA	UNREAL 4
MOTIONBUILDER	XSENS MVN STUDIO

SKILLS

ESSENTIAL Excellent Technical Communicator
Strong Attention to Detail
Problem Solver
Well Organized
Resourceful
Team Player
Proactive

EXPERIENCE Procedural Animation
Motion Capture
Tools Development
Project Management Tools
Animation Pipelines
Cloth Dynamics
Lipsync