



# Paul Robbins

www.Paul-Robbins.com

## Software

### 3D

- Maya
- Motion Builder
- ZBrush
- UT2004 Editor

### 2D

- Photoshop
- Illustrator
- Shake
- SynthEyes
- Flash
- GoLive
- Final Cut Pro
- After Effects
- MS Office Suite

## Related Skills

### 3D

- Animation
- Rigging
- Modeling
- Texturing/UVs
- Lighting
- Rendering (MR)

### 2D

- Compositing
- Painting
  - Acrylic
  - Oil
- Photoshop
- Illustration
- Storyboarding

## Scripting

- MEL
- Python (limited)
- C++
- Action Script

## Experience

Feb. 2008 – Aug. 2009 Raven Software Middleton, WI

### Animator – Wolfenstein and Singularity

- Biped and non-biped keyframe animation
- Cinematics on Singularity
- Motion capture cleanup
- Scripted MEL tools to speed up animation pipeline
- Assisted technical animation department with rigging related tasks

2007 Full Sail Winter Park, FL

### Co-Director of Short Film “Afternoon Detention”

- Led 17 person production team
- Created detailed story boards used in production
- Animated biped character using mocap and Motion Builder
- Completed Project in one month
- Screened at Eureka! Orlando SIGGRAPH Computer Animation Festival

2004 – 2007 SIGGRAPH Conference

### SIGGRAPH Student Volunteer

- Taught young and old attendees the basics of Maya and ZBrush at the Guerilla Studio
- Selected 4 years in a row based on written essays

## Education

2007 Full Sail Winter Park, FL

### Bachelor of Science in Computer Animation

- Valedictorian
- Earned 4 Course Excellence Awards from Full Sail Faculty
  - 2D Animation, Software Technology, Art Creation for Games and Compositing and Scene Finishing

2005 Henderson State University Arkadelphia, AR

### Bachelor of Fine Arts in Digital Art/Design

- Minor: Computer Science
- Cum Laude
- Graduate with Honors