

Fernanda G. R. Coelho

TECHNICAL ARTIST

www.brasilliant.com | linkedin: in/fernandagrcoelho

fernandagrcoelho@hotmail.com | 916 594 4138 | Sacramento, CA

WORK EXPERIENCE

Technical Artist – Capital Games EA, Sacramento CA

MAY 2020 - PRESENT

- Wrote 6+ python tools to optimize Maya workflow, including:
 - a. Modular autorigger, along with PyQt UI.
 - b. MoCap retargeting tool using Maya's HIK.
- Bug fixing in Unity.
- Content Management with P4V.
- Skinning and rigging work on Star Wars IP including quadrupeds, humanoids and unorthodox characters like IG-11 and The Child.

Technical Artist – Amazon Game Studios, Seattle WA

APR 2019 - MAY 2020

- Rigging and skinning of humanoid characters.
- Rigging and skinning of character cosmetics.
- Reviewed and approved outsourced assets.
- Rigged environment props.
- Set up physics, cloth simulation and colliders for base characters and cosmetics.

Technical Animator – Turn10, Redmond WA

MAY 2018 - APR 2019

- Experimented with new rigs and skinning methods to help improve the quality of the driver characters.
- Received technical training at 343 Industries' motion capture stage.
- Cleaned-up motion capture data shot in-house.
- Wrote rigging and animation tools in python to optimize the pipeline.
- Collaborated with other studios (Playground Games) to create rigging tool prototypes.

Python Scripting TA - DigiPen Inst. of Tech., Redmond WA

FEB 2018 – APR 2018

- Troubleshoot student coding assignments throughout the week.

EDUCATION

BFA in Digital Art and Animation - DigiPen Institute of Technology, Redmond WA

April 2018 | Valedictorian & Dean's Honor List

SKILLS

Programming
Rigging
3D Animation
Motion Capture
Content Management
3D Modeling
2D Animation
Illustration
Texturing

PROGRAMMING

Python/PyMEL
C++
C#

SOFTWARE

Maya
MotionBuilder
OptiTrack Motive
3ds Max
Adobe Photoshop
PlayMaker
Organic Motion
iPiSoft
Adobe Premiere
Crazybump
xNormal
Granny Anim Studio
P4V

ENGINES

Unity
Unreal
Lumberyard
Fuel

LANGUAGES

Portuguese
English