SYLVIA KOSOWSKI

Senior Technical Artist

CONTACT

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SOFTWARE FAMILIARITY

- ❖ Maya
- ❖ Photoshop
- ❖ Unity
- ❖ Premiere
- ❖ Shotgun/RV
- ❖ Houdini
- ❖ Nuke
- ❖ After Effects

PROGRAMMING LANGUAGES

- ❖ Python/PyQt
- ❖ C
- ❖ C++
- ❖ C#
- ❖ MEL
- ❖ Java
- ❖ SML
- ❖ Matlab

EDUCATION

Bachelor of Computer Science and Art

Carnegie Mellon University
August 2012 - May 2016

SUMMARY

I am a Senior Technical Artist with 6 years of experience working in the games and animation industries. I develop tools and manage pipelines to help artists create content efficiently and easily.

WORK EXPERIENCE

WALT DISNEY ANIMATION STUDIOS — January 2021 - Current
General Technical Director

- ❖ Developing tools and supporting artists in production on a feature film animation.
- ❖ Implementing pipeline features using Universal Scene Description APIs to manage data flow and collaboration between all CG departments.
- ❖ Helped convert XGen data into USD format and updated technical animation (cloth/hair) tools to support this data change.

RIOT GAMES — January 2016 - December 2020

Senior Technical Artist - League of Legends — *March 2018 - December 2020*

- ❖ Developed Python tools for the art pipeline on an 11-year-old online multiplayer game.
- ❖ Supported artists with tools, pipeline standards, bugfixes, and troubleshooting.
- ❖ Developed source art metadata system that manages information about art files that are used to create game assets.
- ❖ Developed a visual rig-builder tool suite in Maya which allows character rigs to be built cleanly, predictably, and intuitively.
- ❖ Developed animation exporter to ensure animation clips for characters can be configured and exported to game easily.
- ❖ Worked on outsourcing pipeline that manages the delivery/retrieval of source art data to/from external vendor studios.

Technical Artist - CG Development — *January 2016 - March 2018*

- ❖ Developed Python tools for a new CG pipeline during production of an animated short.
- ❖ Gained end to end knowledge of the CG animation process by supporting artists in all departments, from story/editorial to lighting/comp and everything in between.
- ❖ Programmed quality of life tools for artists, interfacing with Maya, Nuke, RV, Shotgun, Houdini and Google APIs.
- ❖ Developed publish and import tools to manage the flow of data between all departments.
- ❖ Designed and implemented several larger systems including a corrective shapes system, animation constraint tool, and validation system.
- ❖ Closely interfaced with artists to troubleshoot problems in their work environments.

TEACHLEY — May 2015 - August 2015
Game Development Intern

- ❖ Developed iPad games using Unity/C# for an educational games startup company.
- ❖ Programmed core gameplay features for *Fact Flyer*, an educational math learning game
- ❖ Implemented game logic, controls, level systems, automatic difficulty adjusting, and behaviors of in-game entities.

AUTODESK — June 2014 - August 2014
Interactive Social Storytelling Intern

- ❖ Used Twitter API to parse Tweet commands to drive light animation on LED cube.
- ❖ Designed and programmed developer-facing API for controlling cube's behavior.

PERSONAL PROJECTS

DIGITAL PAINTING ANIMATION TOOL — January 2016 - May 2016

- ❖ Programmed animation tool in C# which uses image analogy techniques to generate painterly 2D animation.
- ❖ Complex frames which could take hours to paint can be generated quickly using the tool.
- ❖ Won *Award for Artistic Excellence* at Carnegie Mellon's undergraduate research symposium, Meeting of the Minds.