

COREY GETSI

www.coreygetsi.com

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3D Character Animator/ Rigger

Experienced 3D Artist specializing in rigging and character animation with experience in lighting, texturing, and modeling. Offering more than six years' experience combining independent projects, school work, and employment.

Bachelor of Fine Arts Degree in 3D Animation and Visual Effects.

Technical Proficiencies: **Maya, Unity Game Engine**, After Effects, 3DS Max, Adobe Photoshop, Adobe Illustrator, Realflo

Education

Bachelor of Fine Arts, Animation and Visual Effects 2009
Academy of Art University, San Francisco

Work Experience

Netsuke Entertainment Inc., San Francisco 2009-2011
Animator/Rigger
Game: "Omizon" (www.omizon.com)
Status: Final Production Stage

Provided animation retargeting, rigging adjustments, character animation, and versatile rigging/animation pipeline during final stage of game production.

- Used **Maya** 2011's "Human IK" feature to retarget animations between multiple rigs.
- Setup rigging/animation pipeline for maximum animation flexibility between all characters
- Provided in-game character animation.
- Edited texture maps in **Photoshop**
- Used **Illustrator** & Maya to create text models for UI animations
- Managed and edited game assets in **Unity**

Indie Games Studio, San Francisco 2010
Animator/Rigger
Published Games: "The Missing" - Chapter 1 & 2 (indiegamesstudio.com)

Utilized Maya's character rigging and animation tools to bring game characters to life. Completed full rigging and animation for all characters.

- Designed and created specialized character rigs in **Maya** for each game character.
- Animated all game cycles for all characters.

- Created game-ready animation assets, for implementation by the programming staff.
- Produced "Ragdoll" versions of multiple characters in **Unity**.
- Utilized **Realflow**'s liquid simulation tools to create blood effect in opening animation.

Dolla City Productions, Daly City
3D Artist
 Logo Animation

2010

Contracted to create logo animation for use as introduction to music videos.

- Modeled, animated, lit, and rendered the logo in **Maya**.
- Utilized Maya's Dynamics and nDynamics tools to simulate dollar bills.
- Provided realistic liquid animation with **Realflow**

Ciao Bella Gelato Co., San Francisco
3D Artist

2006-2009

Designed and created pre-visualization animation for production system modification.

- Photographed production facility for reference; modeled, animated, and rendered all needed changes.
- Provided printouts with efficiency gain calculations and analysis, rendered with stills of the modifications.

Skills

Character Animation

Rigging

Character Skinning

Dynamics Animation

Animation Retargeting

Modeling

Texturing

Lighting

Asset Management