



**Brandon Roake**  
**Rigging – Animation - QA**  
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**Objective – To apply my rigging, animation and QA skills to a game project, all the while becoming more knowledgeable in those areas, thus being able to contribute more to later projects.**

**Skills**

- Rigging in Maya
- Python scripting in Maya
- Animation techniques in Maya
- Effective QA techniques applied to mods

**Programs I am Strong in**

- Maya
- Unreal Engine
- Photoshop

**Other Programs**

- CrazyBump
- ZBrush
- AfterEffects
- 3D Studio Max

**Education**

- Graduated from the Art Institute of Portland with a Bachelor of Fine Arts.  
+ Focus in rigging, animation and QA testing.

**Accomplishments**

- Worked with multiple teams to produce multiple game mods.
  - +L.A.B.R.A.T.S. using Unreal Engine.
    - Rigged 5 creatures, 3 humanoid and 2 animals.
    - QA Lead managing a small team.
  - +Dicentra using Steam.
    - Rigged 5 creatures
    - Involved in the QA process
  - +Cogs using XNA
    - Rigged all the characters in game