DEMO REEL SHOT BREAKDOWN

Sequence	Title	Software Used	Artistic Responsibilities
	Gamefly "Epic Gameplay" Commercial by Visual Creatures Studio	Autodesk Maya	Created controls for a majority of characters and props, including the main hero, his equipment, enemy monsters, and all the hero's allies. Used several procedural python scripts to quickly finish repetative tasks such as control placement and joint alignment.
	Gamefly "Call for Backup" Commercial by Visual Creaturs Studio	Autodesk Maya	Rigged several characters including the hero, villagers, and blue-armored character. Created low-poly proxy model of characters to easily paint and transfer skin weights to final model.
	Playstation All Stars Battle Royale Opening Cinematic by Zoic Studios	Autodesk Maya	Rigged different props and weapons to be animated, including Drake's weapons, Sackboy's Popit Menu, and Spike's Capture Net.

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	Shop Japan Promo Commercial by Roger.tv	Autodesk Maya	Rigged flying rabbit and every island inhabitant, and created custom face and eye controls to accommodate for eyes' oblonged shape. Animated all characters in background of the plaza. Also rigged and animated the ferris wheel in the background and the cars circling the island via motion path.
	Raising a Rukus VR Animation by Third Floor Inc.	Autodesk Maya	Converted several pre-vis rigs into finals-quality versions including both main characters and dinosaur skeletons.
	Ephraim and DOT by Pixomondo	Autodesk Maya	Reconstructed pre-built rig of tardigrade creature to be less data-heavy, allowing for faster and more efficient animation.