

Richard Katz

8 Vista Del Valle, Aliso Viejo, CA 92656
650-799-4094

Senior Technical Artist

Email katz3d@gmail.com
LinkedIn <https://www.linkedin.com/in/richard-katz/>

Summary

Over a quarter century in game development dedicated to increasing artist efficiency. Specializing in Game Art Workflows, Designing and authoring Artist Tools and Pipelines, and Character Rigging.

Technologies

Expertise in Python, Maxscript, MEL, Autodesk Maya, Autodesk 3ds Max, Photoshop, Perforce, Qt/PySide UI framework, Unreal Engine

Professional Experience

Jan 2022 - Present

Respawn Entertainment (Chatsworth, CA)

Lead Technical Artist

Unannounced Incubation Project

- Hired and managed team of Technical Artists
- Built relationships with other Technical Art teams within Respawn
- Built new pipeline by leveraging internal EA tools and existing Respawn tech. Created roadmap for future Technical Art development.
- Built onboarding wizard tool for new pipeline
- Built several tools to support rigging pipeline
- Built several weapon and vehicle rigs, skinning and dynamics setup for several characters

May 2015 - Dec 2021

Blizzard Entertainment (Irvine, CA)

Senior Technical Artist

World of Warcraft: Legion (PC)

World of Warcraft: Battle for Azeroth (PC)

World of Warcraft: Shadowlands (PC)

- Pipeline Technical Artist authoring front-end and back-end solutions to improve artist workflows and productivity across multiple DCC applications
- Duties include: Guiding and Mentoring Technical Artists, Collaborating across disciplines and across teams
- Automated and expanded Rigging System
- Built dozens of Character Rigs
- Served Temporary Assignments on Incubation Teams helping stand up technical art and source control conventions, prototyping in UE4.

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Senior Technical Artist

Nov 2008 - May 2015

Zenimax Online Studios (Hunt Valley, MD)

Senior Technical Artist

Elder Scrolls Online (PC, XBox One, PS4)

- Designed and Built full custom Rigging Pipeline and Animation Toolset
- Built dozens of Character Rigs and Customization Rigs
- Supported Technical Art vision from pre-production through launch

Jul 2007 - Sep 2008

Secret Level | Sega Studios (San Francisco, CA)

Senior Technical Artist

Iron Man (xbox 360, ps3)

Golden Axe: Beast Rider (XBox 360, PS3)

- Authored Character Facial Rigging system
- In-game Cinematics wrangling
- In-Engine LUA Scripting to test and hook up cinematics

May 2006 - Jun 2007

Visual Concepts | 2K (Novato, CA)

Character Technical Artist

Fantastic Four: Rise of the Silver Surfer (XBox 360, PS3)

- Character Rigging, Animation, MEL Scripted systems

Oct 2005 - Feb 2006

DoubleFine (San Francisco, CA)

Artist

- Visual Effects and LUA Scripting

Mar 2004 - Oct 2005

Z-Axis | Activision (Foster City, CA)

Technical Artist

X-Men: The Official Game (XBox, PS2)

- Maya MEL Scripted tools, Character Rigging, R&D, VFX

Aug 2002 - Feb 2004

Secret Level (San Francisco, CA)

Character Artist

Magic: The Gathering: Battlegrounds (PC, XBox)

- Concept Art, 3D Models, Textures, Animation, Maya MEL Tools

Sep 1999 - Aug 2002

3DO (Redwood City, CA)

Lead Artist

Shifters (PS2)

Warriors of Might and Magic (PS2)

Crusaders of Might and Magic (PC)

- Concept Art, 3D Models/Textures/Animation, VFX, UI scripting, Maxscript Tools and automation
- Managed a team of artists and directed the visuals of the games

Dec 1997 - Feb 1999

Sierra Online (Oakhurst, CA)

Artist

Middle-earth Online (unreleased)

- Concept Art, 3D Character Models, Textures, Animation, Maxscript Tools

Education

Bachelor of Fine Arts

The College of New Jersey (Ewing, NJ)

Publications and Talks

Co-organizer of Blizzard's 1st internal Technical Art Summit (2019)

GDC 2018 "Rigging with Triangles" <https://www.gdcvault.com/play/1025258/Technical-Artist-Bootcamp-Rigging-with>

AnimX 2018 Technical Animation Panel <https://www.twitch.tv/videos/243533151>

GDC 2015 "Tech Art in Tamriel" <https://www.gdcvault.com/play/1022291/Technical-Artist-Bootcamp-Tech-Art>

3ds max 4 Magic (2001) New Riders. Chapter 11: "Table of Nails"