

Al Eufrazio

5221 South 297th Place ♦ Auburn, WA 98001

(206) 228-3575

al.eufrazio@gmail.com

Summary:

Traditional and 3D artist with 12-plus years of experience in the game industry. Broad experience with multiple platforms, game genres, art styles, and software packages. Widely recognized as a prolific and creative individual who delivers quality results. Respected for organizational skills, commitment to projects, and open collaboration with coworkers in the overall development process.

Technical Experience

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| <ul style="list-style-type: none">• Maya 2008 (some MEL scripting)• headus UV Layout 2.0• 3D Studio Max v9.0• Puppetshop (3DS Max Plug-in)• Some knowledge of other 3D packages including XSI, Blender, and Cinema4D• Unreal Warfare engine art tools• Gamebryo engine art tools | <ul style="list-style-type: none">• Granny animation tools• Photoshop• Painter 3D• AfterEffects• Premiere• Various version control tools including SourceSafe, CVS, and Perforce• Microsoft Office• Various proprietary tools |
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Professional History

Wild Tangent Redmond, WA
Animation Consultant

2008

- Reviewed outsourced animation; adjusted or reanimated as needed

Clinaero / eMedTV.com Bellevue, WA
Art Consultant

2007

- Storyboards, models, textures, and animation for medical visualization videos

Gas Powered Games Redmond, WA

2006-2007

- Collaborated on developing animation pipeline
- Animated hero and enemy characters

FASA Studio / Microsoft Redmond, WA
Animation Scriptor (As Consultant)

2006

- Animation transition scripting via proprietary tool

iBASE GAMES Bellevue, WA
Lead Animator/Animator

2004-2006

- Contributed concept art for characters and props.
- Contributed ideas for game and level design.
- 3D character animation.
- Authored Maya MEL scripts to streamline character rigging and animation.
- Contributed to research and development of a Gamebryo-based export pipeline.
- Developed a general animation list.
- Authored documentation on character exporting and other art-related processes.
- Worked with programmers to solve animation and shader-related issues.
- Worked with programmers to develop tight player control and navigational feel.
- Worked with lead programmer to develop a robust facial animation system with layering. This included layered lip synch and gesturing during dialogue.
- Contributed to development of a cut scene pipeline.
- Trained incoming employees (including a new art director) on our character tools, export pipeline, and animation techniques / philosophy.
- Advised on modeling techniques conducive to animation.

AMAZE ENTERTAINMENT Kirkland, WA
Lead Animator/Animator/Modeler

2000-2004

- Traditional (2D) animation for edutainment titles.
- Modeled, textured, rigged, and animated game characters.
- Worked with lead artists and animators in developing an appropriate approach to animation for specific games.
- Worked with programmers to solve animation-related issues.
- Developed Maya rigging techniques to streamline the animation process.
- As lead animator on *A Series of Unfortunate Events* (PC), developed and maintained a master animation list / schedule for myself and another animator.
- As part of a group, contributed ideas for a proprietary Maya tool which streamlined the process of character rigging.
- Contributed concept art for games being pitched or in production.
- Researched cost-effective reference resources for company purchase.
- Trained others to use Maya.

Published Titles

3 *Magic School Bus* educational games (PC), *Azurik: Rise of Perathia* (Xbox), *Harry Potter and the Chamber of Secrets* (PC), *Reader Rabbit* (PC), *Rugrats in the Whizzer of Odd* (PC), *Digimon Rumble Arena 2* (PS2/Xbox/Gamecube), *Digimon Racing* (GBA), *A Series of Unfortunate Events* (PC), *A Series of Unfortunate Events* (PS2/Xbox/Gamecube)

CAVEDOG/HUMONGOUS ENTERTAINMENT Bothell, WA
Animator/Modeler

1998-2000

- Modeled, textured, rigged, and animated game characters.
- Developed an animation-blending scheme that led to player weapons on a first-person shooter (*Amen: The Awakening*) feeling arguably more robust than in other similar titles at the time.
- Advised level designers working on scripted action sequences that required non-character animation. As a result, events such as a train derailment observed from first-person perspective looked and felt more intense.
- Provided original art for promotional "prologue" website to *Amen: The Awakening*.
- Contributed character concepts for an edutainment title (*Freddie Fish*).

SIERRA Oakhurst, CA and Bellevue, WA
Animator

1994-1998

- Animated in 2D on traditional point-and-click PC adventure games.
- Laid out animation sequences for outsourcing.
- Designed characters.
- Revised and updated animation lists.
- As part of a group, evaluated early iterations of 3D Studio MAX and suggested game development workflow improvements to its developers.
- Contributed design/puzzle ideas and dialogue.

Published Titles

King's Quest 7, King's Quest: Mask of Eternity, Space Quest 6, Torin's Passage, Leisure Suit Larry: Love for Sail, Leisure Suit Larry's Casino

Other Self-Employment

1993-Present

WEIRD NJ, Inc. Bloomfield, NJ

- Contributed various illustrations to Weird N.J. Magazine and to several books in the popular 'Weird U.S.' series published by Barnes and Noble.
- Researched, coauthored, and provided illustrations and photography for "Weird Washington" (Barnes and Noble, May 2008).
- Currently researching and coauthoring "Weird Oregon" (Barnes and Noble, 2009).

JOHN LEMMON FILMS Charlotte, NC

- Assistant animator / inbetweener on *The HenryCycle Special*, a public service cartoon about recycling.

MARK ZANDER PRODUCTIONS, New York City

- Assistant animator / inbetweener on *Slick Rick: Behind Bars*, an animated music video.

Education

JOE KUBERT SCHOOL OF CARTOON AND GRAPHIC ART, Dover, N.J.

- Certification in commercial art and animation, 1993