Caitlin Rosen
Technical Artist

Email caitlin.rosen@att.net

Phone (210) 718 — 6923

Website CaitlinRosenTechArtist.com

Work Experience

Principal Technical Artist—USV Game Studio (9/2022—current)

- Built rigs in Maya 2023 for player character, enemies, and weapons for use in Unreal Engine 4
- Designed and implemented VFX using Niagara.
- Worked through pipeline issues and helped implement visual assets into Unreal Engine 4.

Lead Technical Artist - Project X (4/2022—4/2023)

- Delivering dailies and weeklies for technical artist department.
- Assigned tasks to other technical artists to meet project deadlines.
- Responsible for interdisciplinary communication to assure quality of rigs for animation department.
- Provided prop rigs in Maya to animators.

Project Manager/3D Generalist—Media Works (1/2022—4/2022)

- Coordinated with visual and audio teams to create two marketing spots for Moonshot Pirates and Fitness SF.
- Responsible for setting deadlines and maintaining interdisciplinary communication. Communicated with clients and organized a mood board to ensure product quality that matched client's vision.
- Produced and animated 2D and 3D assets. Provided desk side support to other artists in the department for technical issues.
- Researched and developed 3D shaders in Maya.
- Responsible for 4K rendering and delivery of final product to client.

Lead Teacher (Digital Art) —Hongyun Art (3/2019—4/2022)

- Increased enrollment of digital art program by 50% utilizing new marketing tactics and revised curriculum.
- Coordinated with parents to maintain student success in the program. Instructed students aged 10 – 18 in Photoshop, Illustrator, Toon Boom, and Blender to create age-appropriate digital art projects in a classroom environment.

Education

University of Silicon Valley
(Bachelors of Arts)

- Digital Animation Major on Technical Art track
- Graduated December 2022

John Jay Science and Engineering Academy
(High School Diploma)

- Graduated 2011

Software Skills

Adobe Creative Suite
Blender
Houdini
Maya
Microsoft Office 365
Nuke
Toon Boom
Unity
Unreal Engine/Niagara
ZBrush

Scripting Languages

Python
PyMel
C++
C#

Relevant Skills

- Dynamic Simulations
- Rigging
- Client Interaction
- Tools Programming
- Detail-Oriented
- Project Management
- 2D + 3D Animation
- Graphic Design
- Interdisciplinary Communication