



Amber Ackley

Technical Artist & Rigger



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Employment

Rooster Teeth June 2019 — Present
Rigging Artist, Austin, TX

- Rig characters, creatures, props and sets for multiple productions.
- Develop and maintain tools for proprietary autorig.
- Troubleshoot issues with assets at all stages of the pipeline.
- Document asset and tool workflows and procedures.
- Identify and communicate potential concerns to leads and production.

LIVE Lab Dec 2016 — May 2018
3D Asset Artist Intern, Texas A&M University, College Station, TX

- Modeled, rigged, and animated a cast of characters for an art history game intended to incorporate game technology into education.
- Rigged quest companion for a game developed to aid in students in learning calculus.

Involvement

ACM SIGGRAPH STUDENT VOLUNTEER
August 2018, Vancouver
August 2017, Los Angeles

Projects

InNervate immersion, SIGGRAPH 2019 Posters Fall 2018 — Spring 2019
AR/VR Educational Tool for teaching Muscular Innervation

- Undergraduate research thesis using VR technology to interact with the canine nervous system.
- Develop and implement an anatomically correct canine thoracic limb.
- Exploration on the relationship between motor deficits and their effect on a canine's movement.

Creative Anatomy, SIGGRAPH Asia 2018 Fall 2018
VR Educational Tool for Human Anatomy Training

- Aided in troubleshooting rig for arm and leg tracking.
- Concepted and modeled visually aesthetic environment.

Raytracer, C++ Program Fall 2017

- Developed in C++. Casts rays from pixel into world space and draws implicit shapes. Handles reflections.

Education

Bachelor of Science, Visualization
Minor in Computer Science
TEXAS A&M UNIVERSITY, College Station
Graduated May 2019
GPA: 3.91

Technical Skills

Maya
Houdini
zBrush
Photoshop
Nuke
After Effects
Illustrator
Renderman
Substance Designer
InDesign
Substance Painter

Programming Languages

(in order of proficiency)

Python
- PySide/PyQt
MEL
C++
- Maya API
- OpenGL