

Ian Gilmore

<http://www.headcasestudios.com/IanGilmore/index>

SKILLS

- Game Development
- Maya
- Texturing
- Python
- MEL
- 3D Modeling
- Photoshop
- After Effects
- UV mapping
- Character Rigging
- Xbox 360
- Video Games
- Wii
- Visual C++
- ActionScript
- Lua
- Illustrator
- Flash
- Level Design
- Environment Art

EXPERIENCE

Disney Interactive, Avalanche Software 07 / 2007 - Present
Senior Technical Artist

Python tools and Plug-ins for Autodesk Maya

Sensory Sweep 07 / 2006 - 07 / 2007
Art Tools Lead

Responsible for art production pipeline, including design, creation and maintenance of all MEL production tools, sourcing and implementing third party applications, testing, optimizing, and approving all new production processes, improving artist productivity through education and training classes, and documentation of pipeline rules and methods.

Indie Built 04 / 2004 - 05 / 2006
Technical Artist

Microsoft 2000 - 2002
3D artist

EDUCATION

Brigham Young University 1995 - 2000
BFA , Industrial and Product Design