

# Cassandra McWade

Thrives in a fast-paced environment. Highly productive and goal-oriented team player. A proven record of punctuality and dependability. Several years of experience working on AAA game titles, as well as TV and film productions. Extremely motivated and committed to the highest degree of personal and professional excellence.



## Work Experience

### **Rigger**

January 2015 -- December 2016

Ubisoft Entertainment, Toronto, ON

- Building and integrating suitable rigs to be used in-engine
- Rigging of various characters, props and assets to be used in cinematics and in-game
- Worked closely with character, animation, TD, and modeling teams to deliver the best results
- Experience managing highly detailed rigs with cloth, physics, and various other simulations
- Created high quality assets while respecting game engine limitations

### **Technical Director**

January 2013 -- December 2013

Keyframe Digital Productions, Toronto, ON

- Coordinated between different departments and teams
- Developed and maintained pipeline tools and rigs
- Honoured tight deadlines in a tv and film production environment

### **Freelance Technical Director and Rigging Work**

April 2014 -- January 2015

Various, Toronto, ON

- Rigging in Maya for use by students
- Rig cleanup and optimization for feature film
- CAT rigging in max for independent PS4 and Xbox One game

### **Motion Capture Assistant**

August 2014

FAST Motion Studios, Toronto, ON

- Prepared mocap actors for recording
- Facilitated livestream and management of captured footage in Blade
- Assisted in optimizing camera positions and settings for clean data capture

**Senior Games Advisor**

November 2013 -- January 2015

EB Games, Toronto, ON

- Demonstrated wide knowledge of gaming from past to present generations
- Maintained customer relationships with many regulars as well as new patrons
- Worked with different teams in various store locations throughout Toronto



## Educational Background

**3D Animation, Art, and Design Diploma**

September 2010 -- April 2013

Humber College, Toronto, ON



## References

**Paul Neale**

Technical Director

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**Tigran Akopian**

Senior Rigger

[tigran.akopian@ubisoft.com](mailto:tigran.akopian@ubisoft.com)**Elliot Mallon**

Team Lead Character Artist

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