

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 and shipping 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

Rigging Artist

January 2016 -- Present

Guru Studio, Toronto, ON

- Assisted in the production of character, prop, and set rigs using Autodesk Maya
- Maintained and updated rigs per client's specifications
- Ensured deliverables were completed on time while balancing episodic and movie projects
- Addressed a wide range of fix tasks including render issues, modelling, and animation work

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



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

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Elliot Mallon

Team Lead Character Artist

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Kieran O'Sullivan

Senior Character TD

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