

# Cassandra McWade

*cas.TD@cassandramcwade.com ~ 778-871-8798*

Thrives in a fast-paced environment. Highly productive and goal-oriented team player. A proven record of punctuality and dependability, with a focus on details. 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

### Technical Artist II

March 2024 -- Present

Electronic Arts, Burnaby, BC

- Took ownership and implemented new workflows as part of a new pipeline
- Assisted in the development, iteration, and presentation of novel, proprietary dev systems
- Worked closely with multiple departments to bring athletes to life accurately in-game

### Senior Rigging Artist

November 2021 -- January 2024

The Coalition, Vancouver, BC

- Produced high fidelity, anatomically accurate rigs in Maya and Unreal Engine 5
- Developed realistic dynamic secondary rigs using Unreal Engine's physics systems
- Iterated and developed prototypes and workflows and standards in close collaboration with numerous departments

### Senior Character Rigger

January 2017 -- Present

Guru Studio, Toronto, ON

- Took lead in production of main character, prop, and set rigs using Autodesk Maya
- Maintained and updated rigs with new standards; improving functionality and deformation
- 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

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References Available Upon Request