

Grayson Chalmers

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Objective:

To apply my creativity, experience, and problem solving skills in a fun, competitive, and enriching environment.

Experience:

July '04 – Present: **Midway Studios Austin** - *Animator > Lead Animator > Character Lead*

I helped wrap up and ship Area 51; and am currently working on an unannounced Unreal 3 engine open city console title. I started off at Midway as a character animator where I created animations and ran tech art support on many of the in-game cinemas and key character animations.

After Area 51 shipped I moved on to one of our original IP's and was promoted to Lead Animator. In this position I was a key resource in prototyping many of the games key features. I also helped established a unique pre-vis pipeline to flesh out and lock down design ideas along with directing all of the mocap shoots.

After one year in preproduction I moved up to Character Lead on the same project where I now oversee both the character creation as well as the animation department. I'm currently responsible for 1st pass art direction and quality control on all characters and animations, communication and goal setting between design, concept, and tech. I also help establish internal team workflow, help set up maintain outsource pipelines, and finally handle all the character team deliverables and scheduling.

Aug '03 – July '04: **Warthog Texas** - *3d artist and animator*

I joined the team and worked on an eventually canceled Lord of the Rings title for Vivendi Games. I was responsible for every aspect of content creation for in-game art assets. I modeled, textured, rigged, skinned, and animated character models as well as created environment and set dressing objects. I handled a great deal of the art tech duties where I helped in the construction of our character and animation pipeline.

May '00 – Sept '00: **Digital Montage, Inc and WBCM LLC** - *Digital illustrator – intern*

My primary responsibilities were the creation 3d building models from architectural plans, sketches, and AutoCAD lines. After I completed the building mesh I handled all of the texturing, lighting, rendering, and printing of the final image for presentation. The visualizations were done under tight deadlines and were created for both pre contract bids and post contract marketing.

Education:

Sept '00 – 03: **The Savannah College of Art and Design**

- Deans list, Portfolio scholarship, held a 3.52 GPA
- Vice president of The Savannah AliasWavefront Users Group

Presentations:

Aug '07 – **Siggraph** – Taught an Autodesk Master class entitled “Advanced animation effects using simple but effective rigs” as well as gave daily presentations at the Autodesk booth for 3ds Max and Midway.

March '07 – **GDC** – Presented the 3ds Max section of a class titled “Advanced Animation Techniques” for Autodesk and Midway.

Software knowledge:

- Advanced – 3ds Max, Unreal Editor 3, Character studio, Photoshop, After Effects
- Intermediate – Motion builder, Maya, Fusion, Houdini, Renderman