

Connie Hildreth

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OBJECTIVE

Professional with a history of designing and deploying technological solutions in digital art looking to leverage and build on those skills as a developer at a software-focused company.

EXPERIENCE

May 2015 - September 2016

Anzovin Studio, Florence, MA

Maya Plugin Developer & Technical Director

- As project lead, took primary responsibility for shipping 'The Setup Machine 3,' a commercial auto-rigger for Autodesk Maya
- Responsible for bug fixes and updates to 'The Setup Machine Game,' an auto-rigger focused on the specific needs of game engines.
- Worked with production team to develop pipeline scripts to automate routine production tasks and increase productivity
- Rigged characters for games and rendered video

December 2014 - April 2015

HitPoint Inc, Springfield, MA

Art Tech

- Responsible for processing art assets for use in web and mobile games
- Utilized and created photoshop and google drive scripts to automate parts of the pipeline
- Scripted player interactions for an unreleased mobile game.

TECHNICAL SKILLS

- Experienced with Python
- Exposure to Javascript, C#
- Familiar with version control using SVN and git
- Experienced with Adobe Photoshop, Illustrator and Autodesk Maya

EDUCATION

- Graduated with a concentration in 3D Digital Art.
- Completed a Division III Thesis Project creating a CG turtle using complex deformation, with MEL scripts to translate movement into game engine compatible data.
- Received an Ingenuity Award in 2013