# Richard Shuping
## Setup Artist

Cell   574. 596. 9560  www.rrshuping.com
www.linkedin.com/in/rrshuping  rrshuping@gmail.com

## Objective

To obtain a position as a Setup Artist or an Animator at a animation studio

## Education

**School of Communication Arts (Raleigh, NC)**                          **2005 - 2007**
Associate's Degree in Animation, awarded September 2007
Course work included: maquette building, story boarding, modeling, texturing,
animating, and rigging.

**Ball State University (Muncie, IN)**                          **1998 - 2003**
Bachelor of Fine Arts, Drawing, awarded May 2003
Course work included: drawing, sculpting, painting, printmaking, and mixed media.

## Software Skills

### Mac OS / Windows Proficient

Autodesk Maya, 3DS MAX, Softimage XSI; Unreal Developers Kit (UDK); Adobe After Effects
Photoshop, Illustrator, Premier, Dreamweaver, and Flash; Sony Vegas; Microsoft Office; ConTEX.

## Technical Skills

### Rigging and Animation
Strong understanding of animation principals, anatomy, and creature deformation
Ability to create intuitive control systems for digital characters
use, basic mel and python knowledge, indirect bind, soft body and rigid body
dynamic rigs.

## Experience

**Epic Games Inc. (Cary, NC)  www.epicgames.com**                          **2010 - 2011**
Contract Technical Artist

- Worked on the Motion Capture shots for Gears of War 3 cinematics including markering and
  demarkering actors for the shoots, and shooting facial reference
- Rigged Faces and painted weights for the NPCs ingame along with the low resolution main
  characters and creature gore
- Responsible for the FaceFX animations ingame
- Created and adjusted animsets for different characters
- Created new FaceFX assets for all the characters and NPCs
- Imported fixes into animsets as the need arose
- Imported animations into the matinee editor in UDK for the cinematics

**Breakiron Animation & Design (Raleigh, NC) www.breakiron.com**                          **2008 - 2011**
Contract Technical Animator

- Created assets for various commercial, music videos, and instructional projects.
- Responsible for animation and rigging various projects.

**Janimation Inc.  (Dallas, TX) www.janimation.com**                          **2010**
Rigging Intern

- Learned how to rig and animate in XSI.
- Assisted with projects as needed for commercials, shorts, and in-house animations.

**Icarus Studios (Cary, NC)  www.icarusstudios.com**                          **2008 - 2009**
Rigging Intern

- Rigged 15 new creatures for Fallen Earth
- Rerigged many older assets as their models were updated
- Created preliminary assets for the Dexter game for the iPhone.
- Calibrate, markered actors, and used Motion Analysis motion capture system to clean up data

## EXPERIENCE

**Firebreathers Studio (Raleigh, NC)**                     **2006 - 2008**
Rigging Intern

- Researched and implemented how to create soft and rigid body rigs in Maya
- Painted weights and fixed technical issues

**US Signcrafters  (Osceola, IN)  www.ussigncrafters.com**     **2008 - 2009**
Graphic Designer / Sign Maker

- Responsible for client orders and quoted prices for prospective jobs
- Designed, weeded, cut, masked, and applied vinyl to a variety of different surfaces and vehicles

## AWARDS AND PROFESSIONAL AFFILIATIONS

East Coast Game Conference 2011
Triangle Game Conference 2009,  2010
Telly Award "Gorilla" Music Video 2010
First Robotics Competition Animation Mentor 2008 - 2011
SIGGRAPH 2006 - 2007 student volunteer, 2007
Best in Category – Animated Short School of Communication Arts Spring 2007
School of Communication Arts MODIV Student GovermentMember 2007
Ball State University Student Government member 2002-2003
Canon Theory Project Student Art Group, Vice President 2002 – 2003
National Scholastic Gold Key Winner 1998
Eagle Scout 1998