

# Technology Summary

## Specialties:

Technical animation:  
Character rigging and effects rigging

Scripting and tool development with Python and MEL.

Motion Capture (Vicon/Kinect)

Basic real-time shader development with focus on animation driven shaders.

Zbrush sculpting for look prototyping and workflow development.

## Software:

Maya, Motionbuilder, Photoshop, Houdini, Zbrush, UDK, Unity, Flash, Illustrator, RealFlow

## Languages:

Python, MEL, Cgfx, HLSL

## Systems:

Windows:  
NT/2000/XP/Vista/7  
Mac: OSX

## Community Service:

Part of EA Outreach program in Orlando, FL (2012-Present)

Teaches Tech Art at University of Central Florida

## Barak M. Moshe

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## Technical Artist at EA Sports

- Technical Artist at Electronic Arts aiming to achieve best visual quality in character animation and visual effects in both games and film settings.
- Consistently recognized for solving technical issues by introducing new production methods and streamlining existing ones.
- Can quickly learn and master new technology; equally successful in both team and self-directed settings
- Proficient in a range of 3D packages, programming languages and proprietary tools.

## Experience

<b>2011-Present</b>	<b><u>Technical Artist at Electronic Arts Tiburon</u></b> <i>Key Contributions</i> <ul style="list-style-type: none"><li>■ Developed current workflows and pipelines for character body and facial animation with a team of riggers and animators for Madden.</li><li>■ Worked with a strike team to present designs for future animation architecture for EA Ignite Engine and the overall EA Sports Label</li><li>■ Spearheaded new animation workflow utilizing the Micorsoft: Kinect for real-time facial tracking on existing rigs for the sports label. This workflow is currently being used for NBA Live</li></ul>
<b>2012-Present</b>	<b><u>Technical Art teacher at Florida Interactive Entertainment Academy: University of Central Florida</u></b> <i>Key Contributions:</i> <ul style="list-style-type: none"><li>■ Taught students foundations in Python scripting in the context of CG development for Maya, Houdini, and game engines.</li><li>■ Taught students advanced rigging and effects techniques in Maya that work with game engines and film.</li><li>■ Taught students fundamentals of real time shaders.</li></ul>
<b>2010-2011</b>	<b><u>Lead Technical Artist for FIEA Cohort 7</u></b> <i>Key Contributions:</i> <ul style="list-style-type: none"><li>■ Developed rigging standards for all capstone games in the program during the tenure of Cohort 7 and implemented complex rigs for major characters for specific games.</li></ul>
<b>2009-2010</b>	<b><u>Technical Director of animated short "Shadow Play" by the UCF Visual Language Program</u></b> <i>Key Contributions:</i> <ul style="list-style-type: none"><li>■ Accomplished achieving visual target from the art director with a team and solved multiple technical issues including how to rig characters to meet animation demands and how to render and composite final plates.</li></ul>

## Education & Credentials

<b>2010-2011</b>	<b>University of Central Florida – Orlando, FL</b> M.S. in Interactive Entertainment <ul style="list-style-type: none"><li>● GPA: 4.0/4.0</li></ul>
<b>2006-2010</b>	<b>University of Central Florida – Orlando, FL</b> B.A. in Digital Media – Visual Language <ul style="list-style-type: none"><li>● GPA: 3.73/4.0</li></ul>

## Selected Contributions:

- Developed and maintained existing character rigging and animation pipeline for football.
- Introduced IDE system for scripting and general programming for technical artists that mimics that of engineers.
- Assisted with MOCAP engineering for Football, NBA, and Tiger Woods games for 2013

## References

**Christopher Roda** CG Supervisor for Madden Graphics [croda@ea.com](mailto:croda@ea.com)  
**Kevin Noone** CG Supervisor - Content Technology at EA [knoone@ea.com](mailto:knoone@ea.com)  
**Chris Delaney** Department Head – Artworks at EA Sports [cdelaney@ea.com](mailto:cdelaney@ea.com)  
**Mark Therrell** CG Supervisor – Rigging at EA Sports [mtherrell@ea.com](mailto:mtherrell@ea.com)