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Reel Breakdown

1. **Rash's Intro Cinematic - Killer Instinct Season 3:**   *00:00 - 00:07*
   Rigged, skinned and implemented the character in game, as well as setup all the weapons he uses in combat (wrecking ball, spiked mace, axe, speeder bike and spiked boot).

2. **Extinction:**   *00:08- 00:33*
   Responsible for rigging, skinning and implementing in engine all the characters. Created real-time head and eye tracking system for the Ravenii (ogres). Implemented dismemberment skeletal meshes and pipeline. Created an RBF-driven setup to automate the motion of the shoulder pad pieces on the ogres.

3. **Modular Skeleton and Rig Builder Tool, Animation Tools:**   *00:33 - 01:06*
   Designed and wrote a toolkit for building modular rigs using Python and PyQt for the user interface. Designed and created an animator-friendly Animation Picker and a companion tool to build templates for it. As Lead Technical Artist oversaw the creation of a shared library of UI resources for Python scripts into which these tools are integrated.

4. **Character Rigging and Skinning - Killer Instinct S2 and S3:**   *01:06 - 01:24*
   Rigged Cinder, Omen, Rash, Tusk, Mira, Gargos and General Raam. Skinned (except Maya and Kan Ra), implemented Retro Costumes, accessories and set up cloth simulations for all characters.

5. **Color Variation Setup Tool - Killer Instinct Season 3:**   *01:24 - 01:29*
   Created a Visual C# tool to duplicate, rename and connect materials, textures and texture info files to speed up the process of creating color variations.

6. **Eyedol´s Accessory Set - Killer Instinct Season 3:**   *01:29 - 01:33*
   Modeled, sculpted, textured, rigged and created color variations for Eyedol´s second accessory set. Used Maya, ZBrush, XNormal, Photoshop, and the Quixel Suite to create it.

7. **Tarzan Facial Rig - Personal Project:**   *01:33 - 01:39*
   Facial rig and animation created during Nico Sanghrajka´s Facial Rigging workshop on CG Circuit. Tarzan model by Judd Simantov used with his permission.

8. **Goofy's Engine-Friendly Facial Rig - Personal Project:**   *01:39 - 01:45*
   Modeled the character's face and created the rig that is driven by Faceshift's motion capture data, all within Maya. Non-capturable animation (ears and hairstrands) are automatically simulated by the rig. Implemented the character in a Unity project and wrote an HLSL shader to fake subsurface scattering and give the shadows in his face more saturation.

9. **Real-time Muscle Simulation Techniques - Personal Project:**   *01:45 - 01:52*
   Implemented in Unreal Engine 4 two approaches for simulating muscle-like deformation with real time results, one based on baking Maya Muscle simulation to joints and the other on baking it to displacement maps that modify a dynamically tessellated mesh. Maya, Photoshop and UE4.