



**TECHNICAL ARTIST**  
**GRAPHIC DESIGNER**  
**3D ARTIST**

Caitlyn Trout  
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## Skills

### Technical

- Tool building for Maya and Max for animation and shader pipelines
- Rigging bipeds, monsters and props
- Low poly modeling props and environment pieces

### Software

- Maya, 3DS Max, MotionBuilder, Photoshop, Illustrator, Indesign, Perforce, & Hansoft

### Engines

- Havok Vision, Unity, & UDK

### Languages

- C#, Python, Max Script & MEL

### Some Exposure To

- HLSL, Mudbox, Zbrush, Real Flow, Houdini, & After Effects

## Experience

Sept 2013 - Dec 2013 - - - - Technical Art Intern for EA Sports Artworks Team

- Central art team for Madden
- Scripting work in python ranging from small to large scale tools
- Updating existing code libraries and writing UI for a current Maya tool
- Worked with custom proprietary software including EA's relational database and Ignite Engine
- Worked with core teams to solve complex build errors for current and next generation assets

Jan 2013 - Aug 2013 - - - - Technical and General Artist for Escherreal

- Created pipeline tools for animation, exportation and shader generation
- Worked with Havok's Vision XML exporter to optimize our material Library
- Animated walk cycles, jump cycles and game play animations
- Modeled and UV'd environment and prop models
- Painted textures and created tileable textures using Photoshop and Zbrush
- Concepted UI, lighting, and environments

Aug 2012 - Jan 2013 - - - - Artist at Florida Interactive Entertainment Academy

- Rapid Prototyping 2d and 3d art assets
- Working on small teams of 4-5 people
- Creating, with producers and programmers, games in 2 week sprints
- Developing quickly for different engines and tools like: Unity, Flash, and IOS

April 2011 - Aug 2012 - - - - Graphic Designer for Novelty Inc.

- Created packaging and logo design for toys and other novelty items
- Worked in catalog and page layouts
- Generation of vector art and patterns
- A great deal of time spent on photo manipulation and editing
- Corresponded with clients and companies about design implementation of their brands

## Education

Florida Interactive Entertainment Academy (Orlando, FL)  
- Masters of Science in Interactive Entertainment

Purdue University (West Lafayette, IN)  
-Bachelors of Arts in Graphic Design  
-Bachelors of Arts in Public Relations and Advertising

## References

Barak Moshe - Technical Artist - Electronic Arts Tiburon  
contact: barakmoshe@gmail.com

Gracie Arenas Strittmatter - Technical Artist - Bioware  
contact: garenas@siggraph.org

Brian Salisbury - Art Director - Florida Interactive Entertainment Academy  
contact: bsalisbury@fiea.ucf.edu