

Rob Galanakis
815 Stonelake Blvd, Austin, TX, 78759
516.680.1603
rob@rob3d.com
www.rob3d.com

SOFTWARE

- 3ds Max, MAXScript, C#, Python, Character Studio/Biped, HLSL, Maya, ZBrush, Mudbox, Photoshop

EXPERIENCE

- **Technical Animator – BioWare Austin**
www.bioware.com **April 2008 – Present**
Star Wars: The Old Republic
 - o Responsible for content-side animation pipeline.
 - o Planned and developed both animation and non-animation content-side tools and pipeline.
 - o Extensive support and tools for team of animators and character artists.
 - o Worked with existing rigging/animation plugin (PuppetShop) and developed extensive tools on top of it.
- **Technical Artist – Radiant Machine**
www.radiantmachine.com **Sep 2007 – Feb 2008**
Dungeons and Dragons Insider
 - o Created and maintain content pipeline, including writing 3dsmax tools and exporters
 - o Worked with graphics programmer in implementing shader and material pipelines
 - o Character rigging and binding
 - o Provided tools and R&D for the team of artists
- **Contract Artist - ClickBOOM**
www.clickboom.com **June 2007 - Present**
 - o Responsible for modeling, UVing, and texturing architectural landmark buildings
 - o Also created Level of Detail models for numerous landmarks
 - o Photosourced textures
 - o Rapid turnaround time for all objects

EDUCATION

- **Pratt Institute – BFA, Digital Arts** **September 2003 – May 2007**
 - o President's List 7 of 8 semesters
 - o Graduated with Honors
 - o School of Architecture **September 2003 - December 2004**
 - o School of Art and Design (Digital Arts) **January 2005 - May 2007**
 - o Senior project: www.bloodandirongame.com