

# Brittany McGrath

## Character Technical Director

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### EXPERIENCE

#### Walt Disney Animation Studios

##### Character TD | May 2022 to Present

- Executing shots by simulating cloth and hair on Wish
- Rigged on unannounced legacy parks project
- Delivered shots by simulating cloth and hair on Strange World

#### Ubisoft

##### Technical Artist I | January 2021 to May 2022

- Rigged characters for XDefiant
- Integrated characters into in house proprietary game engine
- Reviewed outsourced rigs and provided feedback to team members
- Advised modeling department on first & third person asset needs
- Documented rigging pipeline and hosted training sessions on rigging and integration for in house team members

#### Walt Disney Animation Studios

##### Character TD | March 2020 to November 2020

- Rigged on Encanto and standardized limb archetypes

##### Character TD Apprentice | May 2019 to March 2020

- Produced shots by simulating cloth and hair on Frozen II
- Created rigs for Cirque Du Soleil : Drawn to Life, Going Home, No. 2 to Kettering and undisclosed parks projects

##### Character TD Trainee | February 2019 to May 2019

- Trained in the standards of technical animation and rigging

#### Pocket Gems

##### Technical Artist Intern | June 2018 to February 2019

- Constructed Battle and UI rigs of characters and props on Wild Beyond and an unannounced game

#### Nimble Collective

##### Character Rigging Intern | May 2016 to December 2016

- Established main character rig for Roadside Assistance

### EDUCATION

#### San Jose State University | May 2018

Bachelor of Fine Arts | Animation/Illustration  
Minor | Computer Science

### PROFESSIONAL DEVELOPMENT

#### Unreal Essentials For Virtual Production Course

In Collaboration with Epic Games

June 2023 to Present

- Training in Unreal Engine essentials
- Curriculum covers broad pipeline as well as control rig

### AFFILIATIONS

#### Women In Animation

Leadership Team | July 2018 to May 2019

- Student Chapters Committee: WIA Bay Area  
Member | December 2013 to Present

#### Siggraph

Student Volunteer | 2016 and 2017

Member | December 2015 to Present

#### Shrunkenheadman Club

Member | August 2011 to May 2018

### SKILLS

#### Software

Maya | Blender | Motion Builder | Unity  
Marvelous Designer | Photoshop

#### Languages

Python | Java | C#

#### Asset Data Management

JIRA | Perforce | Git