

Amy Hay
freelance maya rigging • animation
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EDUCATION

NYU CADA *M.S. in Digital Imaging and Design, Honors.*
Concentration in 3d animation and texturing. Graduation: Dec. 2005.

Middlebury College *B.A. in Japanese received May 2002, Cum Laude.*

Software: Maya, mental ray, Photoshop, Zbrush, After Effects, Motion Builder, Illustrator.
Strengths: Facial Rigging, Rigging, Animation, 2D (traditional) animation

EXPERIENCE

Qi Interactive (CommonHealth) Parsippany, NJ (6/09 – 9/09, 11/09-1/10)

Rigger/Animator

Storyboards, rigging, animation and dynamic simulation of 3D assets for various projects related to pharmaceutical marketing (ie., MOAs, main company website redesign, etc..)

Galaxy 61 NYC (9/09 -11/09, 1/10)

Character Rigger/Animator

Rigging and character animation of 'cartoony'-style characters for online interactive game.

GMD Three NYC (1/09)

Character Rigger

Character rigging for independent feature film *Bubble Trouble*.

Launch NYC (11/08)

Animator

Commercial previsualization. Character animation using hand animation over mocap in Motionbuilder.

Animation Collective NYC (1/08 – 8/08)

Animator

Car animation and rigging for TV series *Speed Racer: The Next Generation*. Automated basic car rigging with MEL.

Big Sister's Watching NYC (1/09, 7/07 – 11/07)

Maya Generalist

Photoreal modeling, texturing, lighting and rendering commercial spots for BMW, Olay and OralB.

Polygon Pictures Tokyo (6/06 -6/07)

Rig Team

Rigger on production of TV series *My Friends Tigger and Pooh*. Specialization in facial modeling and setup; also character and prop setup. Some MEL scripting.

Werkaround NYC (2/05 – 6/05, 5/04- 6/04)

Maya Generalist

Created 5 minutes of background animation for H & M fashion show, Apr. 2005. Responsible for entire sequence from concept to rendering (using mental ray for Maya).