



STEVE ADDEO

TECHNICAL ARTIST

Contact

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Skills

- › Blender
- › Maya
- › Houdini
- › Python Tool Development
- › Shader Development
- › USD Workflow Development
- › Procedural Asset Development
- › Digital Asset Management
- › GitHub
- › Unity
- › Unreal Engine

Education

Gnomon School for Visual Effects
Certificate in Digital Production, 2020

The Pennsylvania State University
B.A. Integrative Arts, 2007

About Me

The crossroads of the technical and the artistic is where I thrive; I love the quest to find creative solutions. My philosophy is good tools make good artists great. I am in a unique position to make the tools that allow me and other artists to constantly improve the quality of the work we deliver!

Summary

- › Foundational skills in both artistic and technical disciplines allow for effective development of pipeline tools
- › Experience leading teams developing robust workflows to manage publishing thousands of digital assets
- › Familiarity with modern best practices for publishing real time assets for games and XR experiences
- › Enthusiasm for exploring uses for new techniques, tools, and technology including Generative AI
- › Knowledge of applications, scripting languages, and procedural tools helps tailor workflows to project needs
- › Passion for storytelling and creating experiences that bring joy through emersion

Experience

Technical Artist – Freelance 2022 - Present

- › Work with clients with tight timelines and limited budgets to achieve a wide variety of asset publishing goals
- › Develop digital asset optimization workflows for use in various types of real time games and experiences
- › Improve low-quality digital models, including ones generated by AI, into production-ready assets
- › Implement processes for baking procedural materials down to textures for use in game engines
- › Create robust rigs for animation and mo-cap retargeting that are DCC to game engine ready
- › Manage entire asset pipelines from concept to publishing along with documenting workflows for future pipelines

Lead Technical Artist - Genies Inc. 2022-2024

- › Developed tools and workflows, including USD development, that significantly improved asset turnaround time
- › Trained and led a team to build and improved on new and existing rigs, tools, and authoring techniques
- › Designed procedural node networks to increase the number of assets the Art Department was able to produce
- › Implemented Blender as both a cost and time saving pipeline tool that also yielded improved results
- › Coordinated with production to guide the direction of the department to best achieve the company's vision

Technical Artist - Genies Inc. 2020-2022

- › Generated skin weights for avatar models and wearables to a standardized rig for real-time implementation
- › Documented workflows and trained new hires in best practices to achieve the company's vision
- › Identified issues with existing tool repository and refactored the entire thing to be more modular and scalable

Rigging Instructor - CG Fast Track 2020-Present

- › Attain and apply knowledge of best practices for rigging in Blender
- › Develop structured lessons designed to take students from novice Blender users to skilled riggers
- › Work closely with the creative director to ensure lessons meet the expected quality

Character Generalist - The Third Floor 2019-2020

- › Modeled, textured, and built scalable flexible rigs for characters with unique requirements
- › Worked closely with animators and the lead TD to debug problems and find creative solutions