

# Jake Callery

**Education**                      1999 - 2003                      College for Creative Studies                      Detroit, MI  
▪ B.F.A. Animation & Digital Media  
1997 - 1998                      Penn State University                      New Kensington, PA  
▪ Computer Science & Engineering

**Objective**                      Seeking a position where I can use my experience rigging and animating characters in Maya with a team to create enticing characters in an interactive environment.

**Animation Experience**                      Jan. 04 - Present                      Stardock Corporation                      Livonia, MI  
**Animator/Modeler/Technical Advisor**  
Created models and textures for weapons and modules used on in-game ships for the up coming game "Galactic Civilizations II: Dread Lords". Wrote a custom DirectX animation exporter in MEL for anomalies and other animated objects.

Oct. 04 - Dec. 04                      CG ToolKit                      Royal Oak, MI  
**Co-Author of "The Art of Rigging" Book** (<http://www.cgtoolkit.net/book1.htm>)  
Wrote a very in-depth section on scripting with MEL. Developed a tool that allows one to copy animation from one character to another character regardless of scale and rig design. This was used as the project throughout the chapter.

July 2003                      Pirate Games                      Royal Oak, MI  
**Freelance Character Rigger**  
Rigged characters for the game to meet the animators' needs while still staying within the limitations of the game engine. Designed/Wrote tools for *Maya* (MEL) to automate much of the rigging process. See the tutorial I wrote here (featured on CGChannel.com):  
<http://www.subvoicestudios.com/CharRig101-JakeCallery.pdf>

May 2003                      Armstrong/White                      Bloomfield Hills, MI  
**Pipeline Designer/Tool Builder/Modeler**  
Modeled photorealistic cars for use in dealer catalogues.  
Designed and built tools and methods to optimize the time spent on data conversion, modeling, and lighting in *Maya*.

Sept - Dec 2003                      College for Creative Studies/Schoolcraft College                      MI  
**College Professor**  
Taught 3D Studio Max, *After Effects*, and *Flash* to college students. Courses were focused on real world situations and ways of improving the current standards. *Programming* and Visual Arts were explored in all classes with all packages.