

# Jeffrey Seebachan

[jeffseebachan@gmail.com](mailto:jeffseebachan@gmail.com) | (469) 781-2853 | Austin, TX

[jeffseebachan.artstation.com](http://jeffseebachan.artstation.com)

## **Objective:**

Motivated individual seeking an animation position that will benefit from technical experience, varied skills, and creative problem-solving ability. Proven experience in meeting regular deadlines and attention to detail to achieve production goals.

## **Summary of Skills:**

- Focus in technical animation with production experience in character animation
- Ability to meet team production goals while iterating on ideas
- Familiarity with scripting for enhancing workflow
- Ability to develop and maintain workflow documentation
- Experience working with issue tracking software to resolve problems
- Software knowledge in Autodesk Maya, Adobe CC suite, Houdini FX, and Unity
- Knowledge in coding with C#, C++, and Python

## **Work Experience:**

*Cashier* *06/2019 – Present*  
Whole Foods Market | Austin, TX

*Crowds Animator* *10/2018 – 03/2019*  
Rooster Teeth Productions | Austin, TX

*Print Binding and Finishing Associate* *05/2018 – 09/2018*  
PPS Flower Mound | Flower Mound, TX

*Computer Support Technician* *02/2017 – 05/2018*  
OfficeMax | Flower Mound, TX

*MBA Office Administrative Assistant* *10/2015 – 05/2016*  
University of Texas at Dallas | Richardson, TX

*Computer Lab Technician* *01/2013 – 05/2014*  
University of Texas at Dallas | Richardson, TX

## **Education:**

*Bachelor's degree in Art and Technology* *05/2016*

*Minor in Computer Science*

University of Texas at Dallas | Richardson, TX

## Project Credits:

<i>Character Animator</i> Freelance Commercial Work (TV Ad) <ul style="list-style-type: none"><li>• Hand-keyed animation in Blender</li></ul>	<i>05/2019</i>
<i>Crowds Artist</i> <i>gen:LOCK</i> – season 1 (TV Series) <ul style="list-style-type: none"><li>• Motion capture processing and hand-keyed animation in Maya</li><li>• Crowd character simulation in Houdini FX</li></ul>	<i>01/2019</i>
<i>Crowds Artist</i> <i>RWBY</i> – season 7 (TV Series) <ul style="list-style-type: none"><li>• Motion capture processing in Maya</li><li>• Crowd character simulation in Houdini FX</li></ul>	<i>11/2018</i>
<i>Technical Artist</i> Dragons of Ashera (PC Game - Alpha) <ul style="list-style-type: none"><li>• Character rigging artist in Maya</li><li>• Tool scripting for Maya and Unity using MEL and Python</li></ul>	<i>08/2016</i>
<i>Character Rigger</i> <i>Squatch</i> (Animated Short) <ul style="list-style-type: none"><li>• Character and prop rigging artist in Maya</li><li>• Effect simulation prototyping in Maya and Adobe After Effects</li></ul>	<i>05/2016</i>
<i>Technical Artist</i> <i>Cold Hell Hotel</i> (PC Game - Alpha) <ul style="list-style-type: none"><li>• Character and prop rigging artist in Maya</li><li>• Tool scripting for Maya using MEL</li></ul>	<i>05/2016</i>