

Michael Graessle
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PROFESSIONAL OBJECTIVE:

To create and implement robust and effective tool sets for content creation pipelines.

EXPERIENCE:

Turbine Games – Software Engineer Tools **Needham, MA**
October 2008 – Present

- Effectively used the C# programming language to parse data from a database to stream data from one application to another.
- Created tools using Python to automate repetitive tasks as well as make integration into the engine more efficient.
- Maintained and updated the export pipeline from Maya to the game engine using C++.
- Helped to create a new export pipeline to make the export pipeline more efficient as well as easier to maintain.
- Contributed scripts and tools to the Lord of the Rings online franchise as well as Dungeons and Dragons Online.

Sony Computer Entertainment America-Tools Engineer **San Diego, CA**
October 2005-October 2008

- Efficiently used C, C#,C++, Python and MEL to connect 3D digital content creation applications with each other and several databases.
- Create tools and pipelines to automate repetitive tasks as well as streamline and facilitate production.
- Maintained and updated tools as needed as well as created documentation and tutorials to inform artists of how to use the tools.
- Contributed motion editing pipelines, cinematic pipelines, motion editing, production support, and final animations for over 15 released titles, including:
 - Lair
- God of War I and II
 - Edited motion capture data for cinematic sequences in Motion Builder.
 - Created Python scripts for MotionBuilder and MEL scripts in Maya to automate the

- process of delivering animations from Motion Builder to Maya.
- Socom II-IV
 - Created tools for MotionBuilder to separate elements such as characters, props, and cameras using Python and C++. Also used C# to create an application to track scene elements using a MySQL database.
- Resistance Fall of Man 2
 - Created scripts and actions in Temerity using Java and Python to automate tasks such as creating render passes, as well as exporting and importing animations in Maya.
- Warhawk
 - Created tools for MotionBuilder and Maya to automate the process of duplicating characters.

Sony Computer Entertainment America-Motion Editor
July 2001-October 2005

San Diego, CA

- Contributed Motion editing and Production Support for Titles including:
 - Star Wars galaxies
 - Edited and delivered game engine ready animations using MotionBuilder.

SOFTWARE AND SCRIPTING EXPERIENCE:

C++	MySQL
C#	HTML and Wiki markup languages
Python/MEL	Softimage XSI
Java	Perforce
Perl	3d Studio Max

EDUCATION:

- Acting for Animators training by Ed Hooks
- Official MotionBuilder training
- Courses at the Art Institute to earn a Bachelor's Degree in Media Art and Animation
- Maya certified
- Siggraph courses, panel and papers
- Autodesk Master classes on advanced character rigging
- MEL for Artists

PORTFOLIO:

<http://www.mgraessle.net>

References available upon request.