

# Broderick Woodward

## Technical Artist

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### Broderick Woodward

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Glendale, 91202

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## Experience

### Rouge Mocap / Technical Animator

FEBRUARY 2022 - PRESENT, Marina del Rey

Currently I perform a myriad of duties, ranging from motion capture retargeting, to character animation, to 3D asset design, to assisting in motion capture stage operations. However, my primary job is rigging characters for use in motion capture animation, and writing automation tools in Python to make our animation pipeline more efficient.

Titles worked on include:

- Star Wars Jedi: Survivor
- Dragon Age 4: Dreadwolf
- Forspoken

### Rouge Mocap / Motion Capture Technician

NOVEMBER 2021 - FEBRUARY 2022, Marina del Rey

Worked primarily in Autodesk MotionBuilder performing scene assembly, motion capture retargeting, 1st, and 2nd-pass animation cleanup on an upcoming AAA title.

### Medici Media / 3D Artist

AUGUST 2021 - OCTOBER 2021, Burbank

Used the Cycles render engine in Blender to develop high-quality volumetric shaders to replicate the look of dense nebula clouds in space for a virtual roller coaster experience.

### SON Studios / Rigging Artist (Freelance)

JANUARY 2021 - JULY 2023

Rigged a series of characters for an in-development indie title. Worked remotely with a team of programmers, character artists and animators to collaborate on the project. Also worked on in-game character animations, and assisted the programming team on implementing characters and animations in Unity.

### Pickle Robot Company / 3D Artist (Freelance)

NOVEMBER 2020 - APRIL 2021, Boston

Worked on a series of videos for use in investor pitches to demonstrate the variety of applications for the company's product in mail sorting rooms around the world. I was tasked with modeling and rigging an animation-friendly replica of the product robot, designing various environments that matched the layout of each individual mail room, and animating examples of the robot working.

## **The Legend of Pipi / Rigging Artist (Freelance)**

JUNE 2021 - JULY 2022

Worked remotely with a team of artists to create the short film “The Legend of Pipi”, which currently has over 6 million views on YouTube. I was responsible for rigging the various 3D elements in the film, including the minotaur’s head, and the cat-horse.

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### **Skills**

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Rigging - Maya, Blender, MotionBuilder

Animation - Maya, Blender, MotionBuilder

MotionCapture Retargeting - Maya, MotionBuilder, Unreal Engine

3D Modeling - Maya, Blender, Nomad Sculpt

Material Authoring - Maya, Blender, Unreal Engine

#### **3D Software**

MotionBuilder

Maya

Blender

Unity

Unreal Engine

Wrap 3

FaceWare

Substance Painter

#### **Programming Languages**

Python

C#

#### **2D Software**

Photoshop

Illustrator

AfterEffects

Premiere

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## Education

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**Massachusetts College of Art and Design / BFA in Animation**

SEPTEMBER 2016 - MAY 2020, Boston