

# Justin Prazen

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http://www.infinitecreative.com/portfolio.html 

For 20 years I have marveled at the growth of the 3D graphics industry. It has always been my goal to grow and change with it. It has become a regular part of my daily life to seek out new education on a wide variety of subjects. It is very important to me to be part of an integrated team that sets ego aside while striving for artistic and technical excellence.

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## Skills

- Character Pipeline Development
- Rigging
- Modeling
- Textures/Shaders
- Mocap Processing
- Python Scripting / Tools
- Maya
- Substance Tools
- Python
- Houdini
- Unity
- UE4

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## Experience

06/2016 – CURRENT

### Owner / INFINITE Creative, Austin TX

At INFINITE Creative, I am a one-man, problem solving Technical Art team. I specialize in early or late production pipeline development, but am also able to jump into the asset creation trenches and help any team reach their goals.

06/2013 – 06/2016

### Senior Technical Animator / BattleCry, Austin TX

For BattleCry, I built and maintained their entire character pipeline from the ground up. I was also able to jump over to the id team to help with rigging for DOOM and DOOM DLC.

06/2000 – 06/2013

### Senior Character TD / EA-Visceral, San Francisco CA

This is where it all began for me. I started out as a character rigger, but later learned mel and python scripting, textures/shaders and game engine integration workflows.

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## Past Projects

- BattleCry
- Battlefield 3 DLC
- Dante's Inferno
- DOOM 2016
- Army of Two
- Tiger Woods Golf
- ShardBound
- DeadSpace 1 & 2
- Lord of the Rings