MATTHEW R. TUCKER

TECHNICAL ARTIST

https://vimeo.com/tuckertd | tucker.setup@gmail.com | 813.388.1328

Professional Summary

A technical artist specializing in rigging and pipeline development, with experience in both AAA games and feature animation. Skilled in Unreal Engine and proprietary game engines, Python scripting, and diverse rigging techniques, delivering diverse solutions that enhance art and engineer's efficiency and creative output.

Professional Experience

INSOMNIAC GAMES
Senior Face Technical Director
2025 - Present
- Authored high-quality, photorealistic facial rigs using scan data and sculpting from scratch.
- Created tools for authoring and editing facial rigs.
- Contributed to facial animation systems and R&D efforts.
- Directed capture sessions for both body and face.
- Mentored other character TDs on facial mechanics, rigging, sculpting, and scripting.

FREELANCE
Technical Artist
2025
Autodesk
- Designed and implemented a modular biped rig using Maya and Bifrost Rigging Modules, featuring procedural workflows and advanced animation controls.
- Produced a tutorial video series to demonstrate Bifrost module creation and integration, enabling teams to adopt procedural rigging techniques.

BUNGIE
Staff Technical Artist
2023 - 2024
Incubation Project
- Developed an Unreal Engine pipeline to optimize character iteration by 9.5 business days.
- Drove animation, rigging, and rendering targets for an incubation environment.
- Collaborated with artistic and engineering teams to ensure seamless integration of character assets into the incubation pipeline.
- Exceeded the internal animation pillar by building diverse character template archetypes (e.g. birds, snakes, quadruped, customizable avatars).
- Enhanced external animation performance via direct supervision and pipeline integration.

INSOMNIAC GAMES
Senior Character Technical Director
2020 - 2023
Spider-Man 2 • Ratchet & Clank: Rift Apart
- Beta-tested and integrated Epic's Metahuman system, enabling over 150 character heads with multiple in-engine compatibilities.
- Extended the Metahuman system to conform to an ever changing set of optimization and diversity needs.
- Owned and refined facial rigging pipelines for both stylized and realistic projects.
- Wrote complex code to enhance the modular rigging, scene assembly, & validation tool sets.
- Conducted quality control, ingestion, and manipulation of outsourced face rigs.

PDI/DREAMWORKS ANIMATION
Lead Character Rigger
2013 – 2020
Shorts Program *(Director/Writer)* • Bad Guys • Trolls 2 • The Boss Baby 2 • Abominable •
How to Train Your Dragon 3 • Larrikins *(shelved)* • Trolls • Monkeys of Mumbai *(shelved)*
- Lead a team of artists to produce high quality rigs for animated feature films.
- Developed rapid creature rigging processes and creative rigs for stylized look development.
- Supervised character and prop setup, including rigging, weighting, and skinning, increasing delivery speed by 200%, saving ~50 man-weeks.
- Refined and helped develop the rigging pipeline for a subsidiary studio.
- Created high quality body, face, and prop rigs for feature films.
- Refined and developed abstract rigging modules for a wide range of animation needs.
- Pitched and directed theatrical and technical test shorts.

REELFX
Cloth/Rigging Artist
2010 – 2013
The Book of Life • Free Birds • Despicable Me Minion Mayhem • Looney Tunes • Rockettes •
Ice Age: A Mammoth Christmas • Judy Moody and the Not Bummer Summer •
Multiple Commercials *(Sony, Sleep to Live, Nike)*
- Created body, face, and prop rigs. Developed and maintained face rig modules. Conducted cloth simulation rigs and shot work

Skills

Rigging • Animation • Autodesk Maya • Programming *(Python/PyMEL)* • Character Effects •
Pipeline Tools and Maintenance • Game Engines *(Proprietary and Unreal Engine)*

Education

Full Sail University
Bachelor of Science, Computer Animation

University of Illinois
Studied Anthropology with a focus in Archeology