**OLIVIA VOLARICH, M.A.**

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**SKILLS**

Technical Artist with five years of experience in the games industry creating content for cinematics, scripted sequences, characters, and liveops customization. Two AAA shipped titles with creative, technical, and project management skills in:

* Cinematic prototyping, implementation
* Art pipeline integration, management
* Asset creation; Unreal, Maya, Blender
* Tool development; Python
* Tools and workflow management
* Optimization and Performance

**EXPERIENCE**

***Cinematic Technical Artist*  09/2022 - Present**

**Deck Nine Games | Westminster, CO**

* Assemble Cinematics in Sequencer-like proprietary software “Storyteller”. Provide technical art support for tools and pipelines from motion capture through design, cinematics, and animation. Including but not limited to mocap post-processing, asset integration, scene logic, content functionality and quality verification, minor motion editing in Maya
* Minor Unreal environment and level layout revisions to troubleshoot functionality with proprietary tools
* On-going support for MoCap, Cinematics, Design, and Animation teams through scene post-production
* Tool development through Python scripting
* Prototyping for pipeline optimization and performance in Sequencer

***Associate Cinematic Technical Artist: Hogwarts Legacy* 08/2021 – 09/2022**

**WB Games Avalanche | Salt Lake City, UT**

* Assemble Cinematics in Sequencer-like proprietary software “SceneRig”. Technical art support for cinematic workflows, pipelines and scenes. Including but not limited to transitions, facial animation data implementation, dialogue timing, cloth fixups, keyframe animation, storygraph and conversation graph creation and maintenance
* Export Unreal assets to Maya for use in Subscene, import assets and animations into MotionBuilder, Maya, and SceneRig
* Blueprint camera maintenance and polish to maintain cinematic quality
* Implement scripted sequences using existing content to create cinematic moments without controlling gameplay camera

***Producer, Live Customization: Halo Infinite* 01/2019 – 08/2021**

**343 Industries | Redmond, WA**

* Managed asset creation for entire Customization inventory from Concept through production and ingestion into game
* Collaborated with Design and Franchise to write on-brand and canon names for inventory items
* Collaborated with Design to plan future LiveOps Multiplayer Seasons
* Managed resources and timeline for Halo Infinite Front End

***Program Manager, Publishing Team: Master Chief Collection***

* Managed asset creation for MCC LiveOps, including coordination with Community, Marketing and Franchise
* Provided Production support for milestone approvals for Art and Design outsourcing

***Associate Producer, Character Team: Halo Infinite***

* Managed project for: AI Voice Over, Combat Chatter System, as well as engineering and content for Character Design
* Managed asset creation for the Character Art team including coordination with the Concept, Narrative and Localization teams, art production pipeline, and integration
* Filmed studio updates, Q&A’s, produced and edited studio videos and accompanying written content for studio comms

**EDUCATION**

***The Complete Python Bootcamp*** **2023**

Udemy | Parma, ID

***Narrative Design Master Class*** **2021**

Udemy | Boise, ID

**Master of Arts in Film and Media Studies** **2016**

Laney Graduate School | Atlanta, GA

**Bachelor of Arts in Film and Media Studies**  **2015**

Emory University | Atlanta, GA