



# RICHARD SHUPING

## ANIMATOR / RIGGER

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### Skills

Autodesk Maya; 3DS MAX; Softimage XSI; Motion Builder; Unreal Engine 4; Unity; Adobe After Effects, Photoshop, Illustrator; Sony Vegas; Microsoft Office; ConTEX.

- Strong understanding of animation principles, anatomy, and creature deformation
- Ability to clean up Motion Capture data using *Motion Builder*
- Knowledgeable in skinning and rigging all manner of creatures and characters
- Familiar with marking actors based on their anatomy and setting up scenes for Motion Capture Shots
- Ability to rig and animate in *Motion Builder* and export into any game engine
- Knowledge of how to setup assets in *Unreal Engine* such as Skeletal Meshes, Sockets, Physics Assets, Blueprints, and Apex Cloth.
- Ability to create tools with Python
- Excellent problem solving and communication skills

### Experience

**Breakiron Animation & Design**   Raleigh, NC  
Technical Animator / Animator, Contractor  
<http://www.breakiron.com>

2010 – 2011, 2012 – Present

Created assets for commercials, simulator rides, music videos, award shows, and instructional projects

- Responsible for animation and rigging depending on client needs
  - Cleaned up Motion Capture data, rigged, and animated in Motion Builder on Airborne Special Operations Museum (ASOM) simulator ride.
  - Successfully finished ASOM “Experience the Legend,” Nu Whey Protein Shake Commercial, East Coast Wings football and basketball commercials, Saving for Change Instructional videos, Ariel Down *Gorilla* music video, and IAB Mixx Awards videos
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**Epic Games Inc.** Cary, NC  
Technical Animator, Contractor  
[www.epicgames.com](http://www.epicgames.com)

2010 – 2011

- Worked on the Motion Capture shots for *Gears of War 3*, *Gears of War 3* downloadable content, and *Gears of War 4* cinematics including marking and demarking actors for the shots and shooting facial reference footage
- Rigged faces and painted weights for the NPCs in-game along with the low resolution main characters and creature gore
- Responsible for the FaceFX animations in-game
- Created and adjusted animsets for different characters
- Created new FaceFX assets for all of the characters and NPCs
- Imported fixes into animsets as the needed
- Learned how to use Unreal Development Kit
- Imported animations into the matinee editor in UDK for game cinematics

**Janimation Inc.** Dallas, TX  
Rigging Intern  
<http://www.janimation.com>

2010

- Learned how to rig and animate in Softimage XSI
- Assisted with projects as needed for commercials, shorts, and in-house animations
- Completed work on HCTC Commercial, Leap Frog "Scout" promotional

**Icarus Studios** Cary, NC  
Rigging Intern  
<http://www.icarusstudios.com>

2008 – 2009

- Rigged fifteen new creatures for *Fallen Earth*
- Re-rigged thirty plus older assets as their models were updated
- Created preliminary assets for the *Dexter* game for the iPhone
- Calibrated, marked actors, and used Motion Analysis Motion Capture System to clean up data

**Firebreathers Studio** (Raleigh, NC)  
Rigging Intern

2006 – 2008

- Researched and implemented how to create soft and rigid body rigs in Maya
- Painted weights and fixed technical issues

**US Signcrafters** (Osceola, IN)  
Graphic Designer/Sign Maker  
<http://www.ussigncrafters.com>

2003 – 2005

- Responsible for client orders and quoted prices for prospective jobs
  - Designed, weeded, cut, masked, and applied vinyl to a variety of different surfaces and vehicles
  - Helped streamline the way sign graphics were created
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## **Education**

School of Communication Arts, Raleigh, NC  
Associate's Degree in Animation, 2007

Ball State University, Muncie, IN  
Bachelor of Fine Arts, in Visual Arts with an emphasis on Drawing, 2003

## **Awards and Professional Affiliations**

First Robotics Competition Animation Mentor (2008 – 2017)  
Longleaf School of the Arts Animation Club Mentor (2014)  
Silver Telly Award "East Coast Wings Chester Scores Commercial" Visual Effects (2013)  
Silver Telly Award "East Coast Wings Chester Scores Commercial" Restaurants (2013)  
Bronze Telly Award "IAB Mixx Awards Show" Visual Effects (2013)  
Bronze Telly Award "IAB Mixx Awards Show" (2013)  
IGDA member Triangle Chapter (2010 – 2017)  
AAUGA member Raleigh Chapter (2012 – 2017)  
East Coast Game Conference (2011 – 2014)  
Triangle Game Conference (2009 – 2010)  
Silver Telly Award "Gorilla" Music Video (2010)  
SIGGRAPH (2006 – 2007), Student Volunteer (2007)  
School of Communication Arts Best in Category – Animated Short, Spring (2007)  
School of Communication Arts MODIV Student Government Member (2007)  
Ball State University Student Government Member (2002 – 2003)  
Canon Theory Project Student Art Group, Vice President (2002 – 2003)  
National Scholastic Gold Key Winner, Corcoran Gallery of Art, (1997)  
Eagle Scout (1998)

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## References

Charlie Breakiron, Owner and CEO and Artist, Breakiron Animation & Design

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Jeremy Ernst, Lead Character Technical Director, Epic Games Inc.

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Jay Hosfelt, Lead Animator, Epic Games Inc.

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Mike Inscho, Lead Concept Artist and Modeler, Janus Research Group

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9208-120 Falls of Neuse Road

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Tom Carter, Lead Customer Service Representative, Docusource of NC.

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2800 Slater Road

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Patrick VanNortwick, Senior Effects Artist, Breakiron Animation & Design

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