

Steven Goehrig

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Portland, OR

Technical Artist
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EDUCATION

Carnegie Mellon University - Entertainment Technology Center

Master of Entertainment Technology - Class of 2024

New York University - Tisch School of the Arts

BFA in Film and Television - Class of 2018

Concentration in 3D Animation | Minor in Game Design

EXPERIENCE

Technical Art Intern

May '23 - Aug '23

Respawn Entertainment - Los Angeles, CA

Acquired understanding of internal development pipeline and proprietary tools. Rigged and skinned various props, weapon and character skins for Apex Legends. Collaborated with other teams to address needs and challenges.

Freelance Production Assistant

Aug '19

Hornet Animation- New York, NY

Reviewed design portfolios and added to freelancer database. Updated information for old entries. Provided feedback on data entry system and relayed discrepancies in prior formatting.

Freelance 3D Modeler

Aug '18 - Oct '18

Planeta - New York, NY

Retopology on photogrammetrically captured models for AR/VR recreation of the David Bowie is Exhibition which finished its tour at the Brooklyn Museum.

CG Production Intern

May '18 - July '18

Dirt Empire - Brooklyn, NY

Modeled to scale mockup of the Farnese Gallery for photogrammetry capture. Assisted in production of photogrammetric VR experiences, and video installations. Created 3D Assets, gathered pitch materials, managed office tasks.

PROJECTS

Recollection

Nov '23 - Current

Recollection is an experimental narrative VR game that conveys the experience of having disjointed memories due to trauma. I am the Co-Producer managing the team as well as one of the 3D artists working to model, rig, and animate assets.

Ailluminate

Sept '23 - Dec '23

Short film project to integrate generative AI tools into the traditional 3D animation studio pipeline, and explore their pros and cons. Serving as assistant producer, character artist, rigger, and animator.

Bulbank - USC Thesis Film

Sept '23 - Current

Contract character rigger for student film at USC. Rigging the Robot and Carl characters, including Carl's facial rig. Providing technical support throughout the project.

SKILLS

- Python
 - PyMEL
- OpenMaya
- MEL Scripting
- Rigging
- Animation
- Unreal Blueprints
- C++

TOOLS

- Maya
 - ngSkinTools
 - mGear
 - Shapes
- Unreal Engine
- Unity

HONORS

Oculus Next Gen Symposium 2018

Invited to showcase thesis VR project, *Caves and Cavemen*, to Oculus employees as part of a select group of students from around the country.

New Visions and Voices Festival 2017

Commendation for Comedy Award for *Happy Birthday Death*.

Full Scholarship to NYU Tisch School of the Arts 2014- 2018

HOBBIES

- Reading History
- Dungeons and Dragons
- Cooking / Baking
- Cycling

