

# Edan Abate

From a bartender, and sales associate to a motion capture tech and now 3D artist. Capable of change and learning on the job I have the skills and knowledge needed to hit the ground running in any project I take on.

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## EXPERIENCE

### Technical Artist—Humber College

October 2016 - July 2018

Worked with programmers to train EMS and Electrical Engineering students in VR/AR environments. Both these projects were a success and currently being used by Humber to teach students.

- Award winning artist, on a tightly knit driven team.
- Created realistic characters using Maya, Zbrush, Motionbuilder and Motive (Optitrack Systems) to create lifelike actors.
- Handled character creation, rigging and motion capture animation.
- Flourished in a multi-skilled, dynamic environment.
- Successfully saw two fully realized VR projects to completion.
- Worked across a variety of game engines (UE4, Unity) and VR/AR kits (Oculus, Vive, Hololens.)
- Used research data (EMS trials) to improve and implement changes within current projects for future classes.

### Supervisor—Starbucks

January 2016 – October 2016

Was a leading part of the Evan's and Kipling Starbucks team, set examples for my team members and was responsible for hundreds of patrons daily. Made sure each and everyone of them left with a great experience of their local coffee shop.

- Was the leader in absence of the manager.
- Trained and certified partners, was there to teach them.
- Supported culture and values of Starbucks at a professional level.
- Organized store daily to suit needs of the company and patrons.
- Made sure any patron issues were handled immediately and effectively.
- Provided excellent service in name of the Starbucks brand.

## SKILLS

Digital Sculptor/surfacing artist.

Generalist Designer.

Mocap Technician.

Character TA.

Team Player.

Storyteller.

Coffee/Drink Enthusiast.

## AWARDS

College Innovation of the Year -  
2018 Humber College

Ubisoft 'Level-Up!' 3rd place for  
'best tech'.

## LANGUAGES

English -Fluent

Italian (Milano) -Conversational

## **Camp Counsellor — Camp Towhee**

June 2014 - August 2014

Worked at a camp for children with special needs, as an 'Art program Coordinator' and Counsellor. Was responsible for a lot but primarily making the kids have a great and expressive summer and to overcome challenges they set themselves.

## **EDUCATION**

### **Humber College Technical Institute — *Diploma***

Graduate April 2019.

- Attending final years for 3D Animation, Art and Design.
- Recipient of 'College Innovation of the Year' award.