Isaac E. Solomon
Technical Artist • Animator • Pipeline Problem-Solver
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Demo Reel: YouTube Link

Professional Summary

Experienced Technical Artist with 15+ years in animation systems, rigging pipelines, and real-time content production. I've contributed to projects ranging from Roblox Studio and Netflix IPs to AAA games like *Mortal Kombat 1* and *Marvel's Midnight Suns*. I specialize in bridging art and engineering through workflow optimization, automation scripting, and technical problem-solving. I've consistently delivered practical tools and systems that remove bottlenecks and keep production moving.

Professional Experience

Buoy Studio – Creative Consultant *(2023–2024)*

- Created animation-ready assets for branded Roblox content (Netflix: *Cobra Kai*, *Stranger Things*, *Wednesday*, *Rebel Moon*)
- Scripted Lua-based interactive gameplay and event triggers
- Collaborated cross-functionally on lighting, performance optimization, and animation blocking

Supersocial – Lead Artist *(2022–2023)*

- Designed environments, rigged characters, and implemented visual assets for multiplayer Roblox games
- Led asset pipelines and collaborated on live-service sandbox experiences
- Scoped modular tools and materials with a focus on platform performance

CounterPunch Studios – Technical Artist / Technical Supervisor *(2021–2022)*

- Built the CONCAT tool to stitch rendered animation shots into a cohesive video sequence for ShotGrid review, automating upload via Perforce
- Developed a dialogue transcribe utility to streamline animation syncing with voiceover
- Solved a recurring Studio Library crash triggered by an OpenSSL conflict on 11th Gen Intel CPUs; traced the issue and applied a fix by disabling analytics/communication, stabilizing workflow on day one
- Provided technical rigging support and Maya-based automation for *Mortal Kombat 1* and *Marvel's Midnight Suns*

Age of Learning – Senior 3D Artist / Animator *(2018–2021)*

- Authored Maya rig templates and reusable puppet systems
- Developed stylized 3D characters and MMO-style animation systems for *Adventure Academy*
- Integrated character animation with Unity using custom export workflows

Roblox – Senior 3D Artist / Technical Contributor *(2015–2017)*

- Built the original R15 rig, now used platform-wide
- Developed foundational animation systems and contributed to the Studio's shader and texture libraries
- Created environment and avatar assets for Roblox on Xbox One
- Automated asset prep and export using Python and MEL tools

CBS Interactive – Senior Designer *(2014–2016)*

- Designed motion graphics and front-end assets for digital campaigns across CBS brands
- Managed fast-paced ad production pipelines for cross-platform rollout

Zynga – Senior Designer / Animator *(2008–2013)*

- Produced animations, UI assets, and props for games including *FarmVille*, *CityVille*, *YoVille*
- Worked with engineering to troubleshoot live integration issues
- Helped establish scalable art production workflows

Additional Roles

- **BigPoint GmbH** – Technical 2D/3D Artist *(Freelance)*
- **Disney Interactive** – QA Backend Developer *(Freelance)*
- **HG Art & Framing** – Graphic & Print Design Manager
- **Windermere Prep / ITT Tech / Boone Middle School** – Educator & Instructor
- **Walt Disney World Resort** – Caricature Artist

Skills & Tools

- **Tech Art**: Rigging, skinning, MEL/Python/C# scripting, pipeline tools, batch automation
- **Engines**: Roblox Studio, Unity, light Unreal (Blueprint, Nanite, Lumen)
- **3D/VFX**: Maya, Blender, ZBrush, Substance Painter, Photoshop, Illustrator, After Effects
- **Scripting**: Lua (gameplay), Python (automation), MEL (tools), JSON/XML workflows

- **Version Control**: Perforce, Git
- **Soft Skills**: Ownership mindset, team-focused, adaptable under pressure, grounded collaborator

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Education
Bachelor of Science – Media Arts & Animation – The Art Institute of Fort Lauderdale
In Progress: Bachelor of Science – Computer Science (Software Engineering) – Colorado Technical University (2025)

Final Word
I come from a background that values persistence, humility, and hands-on contribution. My work ethic is rooted in family and long-term commitment. If you're looking for someone who can build, adapt, and grow with a team, I'd be honored to talk further. I value learning and education to improve and be a better person for my family and for my team. This is why I am going back for a second degree in Software Engineering. I don't hide who I am. I'm 44, married, and raising three kids. I've worked nights and weekends to support them and still found time to build tools, ship content, and stay curious. What I bring is more than skill. It's staying power.