

Will Muto

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Objective

To be an effective liaison between art and engineering, developing tools and processes to help artists work more effectively.

Software

Autodesk Maya,
Autodesk 3D Studio Max,
Massive,*
Side Effects' Houdini,*
Microsoft Visual Studio 2003,
putty,
Adobe CS Suite,
The Foundry's Nuke
Autodesk Combustion,
GarageGames' Torque,
Adobe Flex,
MySQL

Operating Systems

Linux,
Microsoft Windows XP & Vista,
Mac OS X

Languages

C++,
Bash,
MEL,*
RenderMan SL,*
Processing,
PHP,
TorqueScript,
ActionScript 2 & 3,
Javascript,
X3D

** Basic knowledge*

“Will is the anchor to a successful project.”

*Mark Damico
Environment Artist
Sony Computer Entertainment*

Employment

Technical Artist, Vivaty

July 2008 – Current

Created web and command-line tools for previewing and managing game assets; wrote MEL scripts for animator; packaged assets for release to QA; provided technical troubleshooting and builds for art team; managed art team's sandbox server; scripted interactive game objects

Instructor, Drexel University

September 2007 – July 2008

Taught Computer Game Development to Digital Media and Computer Science undergrads; covered topics in modeling, animation and AI for gaming

Multimedia Developer, EnTCo

April 2006 – September 2006

Created 3D product visualizations and walkthroughs; designed and developed multiple department websites; edited video for internal and external presentations

Papers

W. Muto, J. Dobies, & P. Diefenbach. "Applications of Multitouch & Gaming Technology for the Classroom" Eurographics, Munich, 2009.

P. Diefenbach, W. Muto, et. al., "Planet Diggum: Multi-point Touch and Gesture Control of Gaming Environments." DMS, San Francisco, 2007.

Education

Masters of Science in Digital Media, Drexel University, 2009

Bachelors of Science in Digital Media, Drexel University, 2007
Magna Cum Laude

Honors & Awards

Guest Lecturer, PDI/DreamWorks, 2009

Contributor, Eurographics, 2009

Contributor, SIGGRAPH, 2008

Award for Excellence in Digital Media, iDMAa, 2007

Official Selection, Animation Block Party, New York, 2007

Official Selection, Cartoon Club Animation Festival, Italy, 2007

Winner Undergrad Experimental, GPSFF, Philadelphia, 2007

Graduate Assistantship, Drexel University, 2007-2008

Student Volunteer, SIGGRAPH 2005-2007

AJ Drexel Academic Scholarship, Drexel University, 2003-2007

Eagle Scout, Boy Scouts of America, 2002