

# 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,  
Autodesk SoftImage,  
Massive,\*  
Side Effects' Houdini,\*  
Microsoft Visual Studio 2010,  
putty,  
Adobe CS Suite,  
The Foundry's Nuke,  
Autodesk Combustion,  
GarageGames' Torque,  
Adobe Flex,  
MySQL,  
svn

## Operating Systems

Linux,  
Microsoft Windows 7,  
Mac OS X

## Languages

C++,  
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, Vivaty*

## Employment

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### Software Development Engineer, Microsoft (Xbox) May 2010 – Current

Created preview tool for avatar animations; wrote MEL scripts to simplify avatar animation pipeline; trained artists from in-house design team; created models/animations for game prototypes; worked with XNA team on scripting solution to upgrade existing animations to Kinect rig for Maya and SoftImage; contributed code to mobile title; contributed code to cloud-based avatar rendering service.

### Technical Artist, Vivaty July 2008 – May 2010

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

### 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

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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

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Masters of Science in Digital Media, Drexel University, 2009  
Bachelors of Science in Digital Media, Drexel University, 2007  
Magna Cum Laude

## Honors & Awards

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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  
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

