

Spencer Hamm

Portfolio: <https://spencerhamm98.wixsite.com/gameanim>

Experience:

- ❖ **Technical Animator at C77** (Nov 2022 - Aug 2023):
 - Contributed significantly to the overall quality and smoothness of the game by delivering top-notch animation systems and solutions for both first and third person.
 - Procedural camera and sway systems for first person to enhance realism and immersion
 - Procedural systems for both first and third person to support weapon customizations: custom grips and optics
 - Debugging animations, ensuring a seamless and polished gameplay experience.
 - Streamlined our motion capture workflow pipelines from recording to cleanup.
- ❖ **Technical Gameplay Animator at CRLT** (May 2020 - Oct 2022):
 - Managed all aspects of animation, rigging, animation programming and animation debugging for an online crisis training simulator.
 - Setup animation systems for multi-person and environmental interactions,
 - Carrying different types of wounded: toddlers, teens, adults
 - Door and window opening/breaching
 - Basic vehicle interactions
- ❖ **WarSmith** (Aug 2019 – May 2020):
 - Contributed to a 3D Co-op Horde based Tower Defense project as the sole animator and rigger in a team of four members
 - Took up additional responsibilities as the primary programmer for essential game systems
 - Published the completed game on Steam, making it available for free.

Education:

- ❖ Bachelor's from Purdue University (2016-2020)
- ❖ Double Major in "**Animation**" and "**Game Development & Design**"
- ❖ Recipient of Presidential Academic Scholarship and Polytechnic Scholarship
- ❖ **Dean's List** - 6 times; **3.69** Cumulative GPA

Community:

- ❖ **Game Jams:**
 - For all jams listed I was responsible for all character animation, rigging, and animation programming.
 - **GMTK Jam:** [2020](#) and [2021](#)
 - **Epic Games Mega Jam:** [2021](#)
 - **Purdue's Interactive Digital Art Jam 2019:** Winner of "Best Game" at Purdue's IDAJ jam 2019.
- ❖ **Tea Time Animation Officer:** I was a co-founder for Purdue's Tea Time Animation Chapter which taught younger students how to get started with animation.

Software Experience:

- ❖ Maya, Unreal Engine, iPiSoft Suite, Perforce, Git, SourceTree