



## Jeremy Putnam - Content Technical Artist

### Summary

Over twelve years of experience at Riot Games rigging characters and props, writing content tools and exporters, supporting artist workflows, and collaborating with producers and engineers. Grew with Riot from a team of under 100 to several thousand with all of the complexity and challenges that implies. Go-to troubleshooter for when mysterious things happen in authoring software, version control, or in game.

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### Professional Experience

#### **Principal Technical Artist, RnD Projects @ Riot Games, Los Angeles, CA (2019 - Present)**

- Rapid prototyping, finding content solutions in Unity for proof-of-concept and final game
- Developed tools and processes for art department using Python, Pyside/Qt, Javascript including exporters, rig components, reference managers, animation tools, etc.

#### **Art Lead, League of Legends @ Riot Games, Los Angeles, CA (2015 - 2019)**

- Managed artists working on the skins team and the new modes team for League of Legends
- Supported career growth, helping several artists achieve promotion under my management
- Ensured art quality while working closely with production to negotiate deadlines & team health

#### **Technical Artist, League of Legends @ Riot Games, Los Angeles, CA (2010 - 2019)**

- Heavily involved in content creation pipeline for League of Legends characters
  - Rigged and weighted hundreds of new skins, characters, and props.
  - Taught rigging and other technical processes one-on-one and in group classes.
  - Animated new champions and skins, polished existing animation.
  - Collaborated with other TAs/ artists/ engineers on pipeline and game features.
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### Software and Languages

**Autodesk Maya** – 16+ years experience including animation, modeling, rigging, writing tools

**Python** – 12+ years experience writing artist tools, exporters, libraries, etc.

**Unity** – 3+ years experience developing prototype content

**Qt/Pyside** – 7+ years developing UI for artists tools, mostly using PyQt

**Photoshop** – 16+ years experience as an artist, 2+ years experience writing tools

**Javascript / Extendscript** – 3+ years experience writing tools for Photoshop

**Perforce** – 12+ years working with P4 version control, setting up new users, automation scripts

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### Education

**Ringling College of Art and Design**, Sarasota FL

Bachelor of Fine Arts in Computer Animation – May, 2010 Graduate

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### Other Skills / Interests

**Cosplay / Prop making** - Concept, model, 3d print, and foam-craft fantasy props and LARP costumes

**Life-long history of tabletop gaming**, including card games, board games, and tabletop RPGs.

- Huge 40k/ Wargaming nerd. Loves painting miniatures and playing at tournaments.
- Likes to stare at character progression tables and min-max feat selection for hours.