

Tommy Vogt

Objective

To help create amazing games by utilizing my animation skills, personality and high energy levels. Additionally, to learn and contribute in any way possible towards making amazing games!

Summary

Animator with a background in technology and programming:

I have been working with a mix of 3D software for more than 10 years. Over the past 3 years I have primarily focused on animation.

I have been working on animation within Maya for a little over 3 years now and have also done modeling for over 7 years in Maya, 3DS Max, and XSI. More recently I have learned Z-Brush and modeled within it. I am also able to program at an advanced level in VBA, VB.net, and at an intermediate level in JavaScript.

In addition to key frame animation in Maya I have recently been learning Autodesk Motionbuilder and have a good grasp of the software as well as the workflows involved with working with both BVH and C3D files. This includes: cleanup and rigging to control rigs and actors within Motionbuilder. I also have a limited amount of experience in working with UnrealEd (level design).

While at Hallmark Cards I have been awarded spot bonuses and twice, yearly appreciation awards for work above and beyond.

I have a ton of energy and tenacity which I utilize to attack whatever work or projects I am involved with. I am a fast learner who is capable of self managing my time. I love to work with people and strive to be a positive aspect of whatever environment I am in.

Professional Experience

May 2008— Current

Hallmark Cards, Inc.

Kansas City, MO

Systems Analyst and Support

To provide support for non-standard systems as well as develop solutions which help reduce time and complexity in various processes in LMP&E within Hallmark. Within my first year of being in this position I was able to save the company over two hundred thousand dollars by reducing the number of people involved with different processes by reducing manual work through scripting. In addition to this I have created a large amount of support documentation, which in the past was non-existent. Due to the flexibility of my role and my knowledge as a Digital Engraver I also trained the Engraving department earlier in the year; on how to sculpt within Z-Brush. This allowed for high complexity

designs to be modeled in half the time it normally would take in our standard modeling software, ArtCAM.

April 2005— May 2008

Hallmark Cards, Inc.

Kansas City, MO

Digital Artist Engraver

Create digital sculptures and C&C machine code on the computer. These sculptures were used to mill brass dies for emboss and round foil stamping. The scanning and clean up of hand engraved designs and additionally, to train entry level and senior level engravers; on the digital engraving process.

2004— 2005

OSA International

Aliso Viejo, CA

Shipping Warehouse Manager

Manage shipping, product warehouse and returns area, for a high-end eyewear company. This included managing 5 people and all international shipments of product. While also at this company I automated a number of processes by creating VB programs. This saved a large amount of time and allowed the departments I managed to work with less people.

2000— 2004

Deluxe Check Inc.

Lenexa, KS

Technical Analyst I and II

Provide technical support for the Manufacturing plant and Call Center. This support included servers and network hardware. Additionally, worked to develop different scripting solutions to help improve productivity and reduce human error.

Education

Degrees

Fall 2005— Spring 2007

*Westwood College -
Denver North*

Denver, CO

Bachelors of Science in Animation

Certifications

Spring 2007— Spring 2009

AnimationMentor.com

Emeryville, CA

Advanced Studies in Character Animation

Personal Interests

Animation and Drawing
Video Games
Running and Swimming
Motorcycles and Cars