



Jeremy Putnam - Technical Artist

Summary

Over eleven 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 an art team of seven to over two hundred 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.

Professional Experience

Art Lead, 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, Riot Games, Los Angeles, CA (2010 - Present)

- Heavily involved in content creation pipeline for League of Legends characters
 - Developed tools and processes for art department using Python, Pyside/Qt, Javascript including exporters, rig components, reference managers, animation tools, etc.
 - 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 – 15+ years experience including animation, modeling, rigging, writing tools

Python – 11+ years experience writing artist tools, exporters, libraries, etc.

Unity – 2+ years experience developing prototype content

Qt/Pyside – 6+ years developing UI for artists tools, mostly using PyQt

Photoshop – 15+ years experience as an artist, 2+ years experience writing tools

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

Perforce – 8+ years working with P4 version control, setting up new users, automation scripts

Education

Ringling College of Art and Design, Sarasota FL

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

Other Skills / Interests

Concept Art/ Illustration – especially fond of digital painting and working on quick concepts, but generally a generalist. Enjoys modeling/sculpting, noodling in game engines, etc. as well.

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.
- Ran a DnD campaign through all of college with a friend, been in various campaigns ever since.
- Likes to stare at character progression tables and min-max feat selection for hours.