

# Rebecca L. Flannery

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## EXPERIENCE

**Electronic Arts**, Orlando, FL January 2008 to Present  
*Technical Artist*

Develop tools and scripts to improve artist workflow. Collaborate with artists and software engineers to solve problems and add new features during game development. Shipped titles include Madden NFL 11 (Wii/PSP/PS2), Madden NFL Arcade (XBLA/PSN), NCAA Football 10 (PSP/PS2), Madden NFL 09 (X360/PS3), and others.

**Electronic Arts**, Orlando, FL June 2007 to August 2007  
*Technical Artist Intern*

Cleaned up, documented, and optimized GPU shaders for Xbox 360 and PS3. Wrote MEL scripts and other tools for artists.

**Texas A&M University**, College Station, TX August 2002 to August 2006  
*Computer Science Help Desk Technician*

Helped users solve minor hardware, software, and account problems under both Windows and UNIX. Wrote help documents as needed. Monitored computer labs. Filed printouts and maintained printers throughout the building.

**University of Utah**, Salt Lake City, UT Summers 2001, 2002  
*Intern/Research Assistant*

Assisted with ongoing computer graphics research as a participant in the CRA-W Distributed Mentor Project. Created animations to be used in an architectural walkthrough. Designed and generated test cases of NP problems in order to examine their properties.

## EDUCATION

**Master of Science, Visualization Sciences** May 2008  
*Texas A&M University* College Station, TX

**Bachelor of Science, Computer Science** May 2003  
*Texas A&M University* College Station, TX

## SKILLS

**Scripting** – Tool development using Python, MEL, and JavaScript.

**Applications** – Technical support for artists using Maya, Photoshop, and MotionBuilder.

**Shading** – Writing GPU shaders in CgFX and HLSL.

**Programming** – Experience coding in C/C++, most recently to create a Maya plugin. Comfortable using Microsoft Visual C++ or any text editor.

**Web Development** – Solid HTML, CSS, and JavaScript skills

**Operating Systems** – Comfortable working in Windows, UNIX, and Linux.