

**chael Todd**

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## Professional Summary

Currently CFX Lead for a Bay Area Visual Effects & Animation Studio. Maya UI/UX Designer at Autodesk over five years, and fifteen years VFX production and animation experience. Previous to that I was a senior concept artist for a games company for six years.

Strong technical knowledge of Maya, XGen, Agile, Mudbox, Mari, Balsamiq Mockups, Jira, Photoshop, After Effects, Premiere Pro, Lightroom, Renderman, Cyslice, UV Layout, ZBrush, nucleus, nCloth, Qualoth, Nuke & Katana.

## Experience

<b><u>CFX Lead</u></b>	<b>Alchemic Ltd</b>	<b>01/19 – Pres</b>
<ul style="list-style-type: none"><li>▪ Pipeline and tool design, Simulation Rig design and setup, Groom creation. Team lead and principal simulation artist.</li></ul>		
<b><u>Character Simulation/Effects Artist</u></b>	<b>Blue Sky Studios</b>	<b>05/18 – 01/1</b>
<b><u>Principle Maya UI/UX Designer/Product Owner</u></b>	<b>Autodesk</b>	<b>08/12 – 02/1</b>
<ul style="list-style-type: none"><li>▪ Design and validate software and workflow solutions to meet customer requirements and market demands. Product chartering, created stories and breakdowns for product development. Identified, designed, implemented and managed development tasks to meet product and user requirements</li><li>▪ Lead development teams (based in Canada &amp; China), managed and prioritized tasks, trained internal staff and created User Software Documentation for tools and workflows.</li><li>▪ Lead QA testing, validated software and workflow implementation, created &amp; tracked bug entries in Jira.</li><li>▪ Demonstrated software to charter customers, and moderated several user forums.</li></ul>		
<b><u>Character FX Artist</u></b>	<b>Sony Imageworks Pictures</b>	<b>04/12-07,</b>
<ul style="list-style-type: none"><li>▪ Software experience inc: Katana</li></ul>		
<b><u>Senior Character FX Artist</u></b>	<b>PDI/Dreamworks Animation</b>	<b>06/10-03,</b>
<ul style="list-style-type: none"><li>▪ Software experience inc: Maya, Qualoth, nCloth and Dreamworks proprietary software.</li></ul>		
<b><u>Senior Character FX Artist</u></b>	<b>ImageMoversDigital</b>	<b>04/09-05</b>
<ul style="list-style-type: none"><li>▪ Software experience inc: XGen, Nuke, Paint 3d.</li></ul>		
<b><u>Lead Modeler/Look Developer</u></b>	<b>Laika</b>	<b>11/08 – 04,</b>
<ul style="list-style-type: none"><li>▪ Assisting with specification, testing and implementation of all required tools for the Modeling Department. Mentoring when needed.</li></ul>		
<b><u>Senior Modeler/Groomer</u></b>	<b>Weta Digital</b>	<b>02/07 – 10,</b>
<ul style="list-style-type: none"><li>▪ Software experience inc: proprietary hair and fur tools, Maya, Cyslice, UV layout, Shake and Mudbox</li></ul>		
<b><u>Technical Director (Character &amp; Sets)</u></b>	<b>Pixar Animation Studios</b>	<b>06/01 – 02,</b>
<ul style="list-style-type: none"><li>▪ Look Development, Character &amp; Sets Modeling, Shading, Rigging &amp; Grooming. Introduced UV Mapping to Pixar's Character pipeline.</li></ul>		
<b><u>Senior Concept Artist</u></b>	<b>Particle-Systems</b>	<b>06/95-05,</b>
<ul style="list-style-type: none"><li>▪ Cinematic directing, character hardware &amp; environment design, modeling, texturing, storyboarding</li></ul>		