MICHAEL **TODD**

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Currently working on a AAA game title for a leading games studio in the Bay Area. Prior roles as CFX Lead for a Bay Area Visual Effects & Animation Studio. Maya UI/UX Designer at Autodesk.

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

EXPERIENCE

10/19 – PRESENT
SENIOR TECH ARTIST, CRYSTAL DYNAMICS

- Designed and created real-time dynamic physics systems for Characters for Marvels' Avengers

01/19 – 10/19
CFX LEAD, ALCHEMIC LTD

- Pipeline and tool design, simulation rig design and setup, groom creation. Team lead and principal simulation artist.

05/18 – 01/19
CHARACTER SIMULATION/EFFECTS ARTIST, BLUE SKY STUDIOS

08/12 – 02/18
PRINCIPLE MAYA UI/UX DESIGNER/PRODUCT OWNER, AUTODESK

- Product Owner/Designer for XGen and The Interactive Grooming System in Maya
- Designed and validated 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.
- Lead development teams (based in Canada & China), managed and prioritized tasks, trained internal staff and created User Software Documentation for tools and workflows.
- Lead QA testing, validated software and workflow implementation, created & tracked bug entries in Jira.

04/12 – 07/12
CHARACTER FX ARTIST, SONY IMAGEWORKS PICTURES

- Software experience inc: Katana

06/10 – 03/12
SENIOR CHARACTER FX ARTIST, PDI/DREAMWORKS ANIMATION

- Software experience inc: Maya, Qualoth, nCloth and Dreamworks proprietary software.

04/09 – 05/10

SENIOR CHARACTER FX ARTIST, IMAGEMOVERS DIGITAL

- Software experience inc: XGen, Nuke, Paint 3d.

11/08 – 04/09

LEAD MODELER/LOOK DEVELOPER, LAIKA

- Assisting with specification, testing and implementation of all required tools for the Modeling Department. Mentoring when needed.

02/07 – 10/08

SENIOR MODELER/GROOMER, WETA DIGITAL

- Software experience inc: proprietary hair and fur tools, Maya, Cyslice, UV layout, Shake and Mudbox.

06/01 – 02/07

TECHNICAL DIRECTOR (CHARACTER & SETS), PIXAR ANIMATION STUDIOS

- Look Development, Character & Sets Modeling, Shading, Rigging & Grooming. Introduced UV Mapping to Pixar's Character pipeline.

06/95 – 05/01

SENIOR CONCEPT ARTIST, PARTICLE-SYSTEMS

EDUCATION

BA (HONS) MEDIA PRODUCTION, UNIVERSITY OF NEWCASTLE

FILM CREDITS

- Spies In Disguise
- Hotel Transylvania
- Madagascar 3
- Christmas Carol
- Avatar
- Prince Caspian

- TinTin
- Day The Earth Stood Still
- Water horse
- Wall-e
- Ratatouille
- The Incredibles