

stuart dobbs – Character TD

Skills Experienced Character TD with a background in animation. Advanced knowledge in the areas of rigging, pipeline and tools creation. Solid understanding of anatomy, kinematics and vector math. Experience with creating mixed pipeline solutions (Maya, Max, MotionBuilder). Familiarity with adding automated source control (Perforce, Alienbrain) to pipeline tools.

- Expert – Maya, MEL, Python(Maya)
- Proficient – Python, wxPython
- Familiar – MotionBuilder, UnrealEngine3, Maya API, MotionBuilder SDK, Unix

Experience **Department Technical Director: September 2008 – Present**

DreamWorks Animation, Glendale, CA. USA

- Problem solving, tools and rig creation..

Senior Technical Artist: October 2006 – August 2008

High Moon Studios, Carlsbad, CA. USA

- Designed, created and maintained the character and animation pipelines for the entire studio (MEL, Python, C++).
- Studio's lead researcher and developer in the areas of rigging, deformations and skeleton design.
- Mentored associate technical artists and demonstrated new workflows and tools to animators.
- Created modular procedural creature rigging tools that supported multiple rig levels of detail, motion capture and keyframe blending, IK/FK snapping, seamless parent space switching, moveable pivots and a proprietary facial animation system (Maya).
- Developed and maintained animator friendly tools for referencing character rigs and props into animation scenes; included tools for swapping between different rig levels of detail and different assets.
- Created distributed batch applications (animation exporters) that interfaced with Maya over a network (IncrediBuild).
- Developed auto characterization and batch re-targeting tools for MotionBuilder.
- Wrote and maintained tools that auto-published rigs, ensuring the animators were always animating on the latest character assets (Maya).
- Developed an application that automatically synced users to the latest studio tools and project assets on Maya startup.

Senior Animator: June 2006 – October 2006

Krome Studios, Brisbane. Australia

- Wrote tools to help with rigging cartoon characters in Maya (MEL).
- Led research to look into rigging solutions for tackling characters that move between bipedal and quadrupedal motion.
- Cartoon keyframe animation.

Senior Animator: June 2002 – April 2006

VIS entertainment/DC Studios, Edinburgh. UK

- Character animation (keyframe).
- Rigging, skinning and tools creation (MEL).

Animator: May 1999 – September 2001

Empire Interactive, Oxford. UK

- Character animation, keyframe and motion capture.
- Rigging and skinning.
- Directed motion capture shoots on set.

Animator: December 1998 – May 1999

Reflections Interactive, Newcastle. UK

- Character animation, keyframe and motion capture.
- Created pre-rendered cinematics.

Education **Master of Arts in Computer Animation**

(Digital Entertainment Systems): 1998

Bournemouth University (NCCA), Bournemouth. UK

- Computer Graphics & Animation
- Programming & 3D Mathematics

Higher National Diploma in Design Communications: 1997

Worcester College, Worcester. UK

- Design & Media
- Computer Graphics & Animation

Published 2008 - **The Bourne Conspiracy** (PS3, 360)

2007 - **Viva Piñata - Party Animals** (360)

2006 - **The Legend of Spyro - A New Beginning** (PS2, XBOX, GC)

2006 - **State of Emergency 2** (PS2)

2002 - **EndGame** (PS2)

1999 - **Fantastic Journey** (PS1, PC)

1999 - **Driver** (PS1, PC)

Other Info I'm a UK citizen, I have Australian residency and I currently hold a valid H1B US visa,