

ROGER RIDLEY

Experience

LucasFilm Animation San Rafael, CA
ATD / Modeler
04/2011– present

- Write tools in Python for Linux, Maya, and Zeno workflow.
- Troubleshoot any pipeline issues, as well as modify and fix bugs in code for department tools
- Model, UV, Texture, and Rig department assets for preproduction feature animation

Aechelon Technology San Francisco, CA
3D Modeler / TD
09/2010– 04/2011

- Model, and textured low poly, real time assets for gaming simulation
- Write tools and utilities in Python for department needs
- Calibrate assets, textures, and test in combat flight simulated environment

ImageMovers Digital Novato, CA
3D Modeler
06/2007 – 05/2010

Yellow Submarine (2010) :

- Created highly detailed hero props
- Collaborated with model shop to achieve large scale concept sets

Mars Needs Moms (2009-2010)

- Assembled assets with rigs and animation to enhance other departments understanding of the full vision for production models
- Modeled blend shapes for rigs and sets for character interaction

A Christmas Carol (2007-2009)

- Helped in creation of a production pipeline by modeling IMD's first production asset, "Scrooge's Office"
- Wrote multiple Python scripts for modeling department tools
- Finalized production by working on shot fixes for last minute changes

U.S Air Force Fairfield, CA
Crew Chief
2000 – 2006

- "C-5" Cargo aircraft. Hydraulic, pneumatic, mechanical, and electrical Maintenance Technician of aircraft: Designed squadron mission patches and pins
- Missile Maintenance Technician for Inter Continental Ballistic Missiles
- Top security clearance for the United States Air Force

Profile

- Skilled in all Windows, Linux, and OSX, platforms, including Maya, Mudbox, Zbrush, Topogun, Photoshop, Nuke, and Python programming
- Production experience as both a modeler and assistant technical director
- Skilled in facial and corrective blendshapes, as well as texture mapping and baking

Education

Academy of Art University San Francisco, CA
BA of Fine Arts
2002 – 2006

- Graduated with degree in 3D Modeling
- Collaborated with other students to create a short film called, "The Worm"

