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Position Objective: Creature TD

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Software Knowledge

Programs 3D:

- Maya (advanced) character rigging, scripting
- Unreal (basic / intermediate)
- MotionBuilder (intermediate) animation
- Softimage XSI (advanced) character rigging, scripting, and animation.
- languages: Python (intermediate/advanced), VBscript (intermediate)

Programs 2D:

- Adobe Photoshop (advanced), Adobe Illustrator (Basic), Flash (Basic)

Operating Systems and additional:

- Linux, Windows, Shotgun

Qualifications

Creature TD (10 years):

- Strengths in weighting, animator friendly controls, and proceduralizing aspects of rigging.
- Extensive experience on biped and quadruped characters.
- Well experienced as a supervising creature TD, coordinating with design, modeling, layout, and animation during fast-paced, high asset count, productions.
- Have been the stand-alone rigger on a few productions.
- Experienced at working with pipeline TD's to help troubleshoot errors in assetized systems.
- Have developed tools for increasing speed and quality of animation output

Animation (8 years):

- Strengths in action oriented animation and posing
- Entirely *keyframe* animation on Beast Machines, Inspector Gadget, Popeye, Scary Godmother
- *mocap* and *keyframe* on Action man, Tony Hawk, SpiderMan: The animated series, Fairytopia 3 (magic of the rainbow), Max Steel 4

Job Experience

Character Artist

The Coalition Studio (Sept 2018 - current)

- Biped character skinweights on "Gears of War"

(continued)

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Rigging Lead (Character)

Rainmaker Entertainment (Jan 2016 - Sept 2018)

- Managed all character, prop and set rigging on "*Spy Kids: Mission Critical*" TV series
- Skinweights/Rigs with studio system on main two character's bodies and all non-standard character rigs

Rigging Supervisor (Character and Facial)

Atomic Cartoons (Nov 2013 - Dec 2015)

- Initiated first 3D character build pipeline at that studio, supervised character TD's
- Created the primary biped and quadruped, character and facial rigs from start to finish, as well as the build scripts for assets on episodic "*Little Charmers*" (2014)

Rigger

Electronic Arts Canada (Feb 2013 - Nov 2013)

- Biped character rigging for video game "*UFC*"
- tool development (python, pyQT interfaces) for character testing and workflow

Animator

Waterproof Studios (Sept 2012 - Nov 2012)

- Mocap cleanup and animation. Scripted additional rig building for characters

Creature TD (Character) /Supervising Creature TD (Character)

Rainmaker Entertainment (Jan 2007 - May 2012)

- Rigged primary Characters, vehicles, props. Added to Animation and Rigging tools
- Supervised 3 character TD's across 2 concurrent DVD productions
- Coordinated with separate productions, as well as facial, and cloth simulation TD's

Animator / Senior Animator

Mainframe Entertainment (March 1999 - Jan 2007)

- Animated both Keyframe and Mocap shows. Built animation tools. Trained juniors

Education/Training

Center for Digital Imaging and Sound - now Art Institute Vancouver (1998)

Other Interests

Digital and traditional Painting, Photography

*References available upon request.