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| ROGER RIDLEY | | |
| Experience | | |
| ATD / Modeler/ Rigger Industrial Light and Magic San Francisco, CA 04/2011– present  ∙Design and develop tools in Python/PyMel for Maya, Zeno, Zviz, and Linux workflow  ∙Rig assets including face shape, controller, and variant setup for rough layout department  ∙ Model, UV, Texture, Rig and address specific needs for assets in rough layout department  ∙Troubleshoot any pipeline issues, as well as modify and debug department tools   Aechelon Technology San Francisco, CA3D 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, CA3D 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 ofa 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 | | |
| 2000 – 2006 | **U.S Air Force** | Fairfield, CA |
| Crew Chief ∙ "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,  Mari, Zeno, Zviz, Photoshop, and Nuke  ∙ Proficient in Python, PyMel and C# programming  ∙ Production experience as both a modeler and assistant technical director  ∙ Skilled in facial and corrective blend shapes, as well as texture mapping and baking  **Education** | | |

2002 – 2006 **Academy of Art University** San Francisco, CA

**BA of Fine Arts**

∙ Graduated with degree in 3D Modeling

∙ Collaborated with other students to create a short film called, “The Worm”