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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, 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

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"