

Kyle Wood
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SKILLS:

- **CG Animation Pipeline/Workflow**
- Pipeline Development and Tools
- **Modular Rigging/Setup**
- Keen Eye for Animation and QC
- **Cloth/ Hair/ Fur Simulation**
- **Python, PyQt, and PyMel**
- Artistic Development
- Character Grooming Development
- **Production Leadership**
- Automation/Efficiency
- Diverse People Person
- **Troubleshooting / Strategy**
- Rigid Body/Flesh Simulations
- **Communication**

HARDWARE/SOFTWARE:

- **Autodesk Maya**
- OS: Windows, **Linux**, Mac
- Adobe Photoshop, AE, and Premiere
- Github / Rez
- **Houdini**
- MS Office Suite, OpenOffice
- **nCloth, cMuscle, Qualoth**
- Nuke, Katana (some proficiency)
- Yeti/ Xgen Grooming

WORK EXPERIENCE:

Oriental Dreamworks – Shanghai

January 2014 - Present

CFX Supervisor / Rigging Supervisor

- **Dept Show supervisor for Kung Fu Panda 3 and KFP: Dubai Ride**
- Supervise and train a junior team of artists to meet the quality standards of feature animation/ high end production.
- **Aid in Pipeline/R&D initiatives within Modeling, Surfacing, Grooming, Rigging, Animation and CFX**
- Develop new pipeline to run both CFX Shot production and Mandarin animation co-production
- Development of a dialogue replacement rigging and animation system for Mandarin Performance animation
- Work closely with US based team for co-production with other supervisors.

Lucasfilm/ILM – Singapore

January 2012 - January 2014

Senior Cloth/Hair TD

- Asset cloth/hair/simulation rigs
- **Shot production: Cloth, Hair, Rigid, and Flesh simulations**
- Advancements to Creature Departments pipeline, practices, and efficiency within proprietary software (Zeno) and Maya
- Character Rigging/Setup

Lucasfilm/LucasArts – Singapore

September 2012 - November 2012

Senior Technical Artist

- Character/Animation Pipeline tools, Artist Support
- Character Rigging & prop rigging
- R&D for retargeting specialized characters onto generic skeleton, motionbuilder retargeting tools/solutions

Reel FX – Dallas, Texas

January 2008 - January 2012

Lead Character TD / Rigging Artist / Cloth TD

- Develop Modular Rigging pipeline and procedures for facial, body, and vehicle rigging
- **Create Rigging/Cloth tools and workflow procedures for the studio**
- Supervise other rigging artists and cloth artists; Mentored apprentices
- Stand in for Rigging Department Supervisor upon his absence
- Project roles included **Rigging Supervisor, Cloth Supervisor** and **Technical Director**

HIGHLIGHTED CREDITS:

[Kung Fu Panda 3](#) – (2016) – ODW CFX Supervisor / Rigging Supervisor

[Kung Fu Panda: Dubai Ride](#) – (2016) – CFX Supervisor

[Strange Magic](#) – (2015) – Senior Cloth/Hair TD

[Despicable Me : Minion Mayhem](#) – Dark Ride Attraction (2012) - Rigging Supervisor, Cloth TD

[Looney Tunes: Daffy's Rhapsody, I Tawt I Taw a Puddy Tat, and Untitled Coyote](#) – Stereo CG Shorts (2011) - Lead Rigging Artist, Cloth Supervisor
[Rockettes Radio City Christmas Spectacular](#) – Stereo CG-Integrated Theatrical Production (2011) - Rigging & Cloth Supervisor
[Ice Age – A Mammoth Christmas Special](#) – Holiday TV Special (2011) - Lead Rigging Artist
[Judy Moody and the NOT Bummer Summer](#) - Feature Film (2010) - Rigging Supervisor
[Open Season 3](#) - Feature Film (2009) - Lead Rigging Artist
[Looney Tunes: Fur of Flying, Rabid Rider, and Coyote Falls](#) - Stereo CG Shorts (2009) - Lead Rigging Artist
[Planes](#) – DisneyToon Test (2009) - Rigging Supervisor, Cloth Artist

Electronic Arts: Tiburon – Orlando, FL

April 2005 – December 2007

Technical Artist / Character TD / Rigging Artist

- Created and managed Rigging, Animation, and Modeling pipelines and tools for game and cinematics
- **Supported 50+ artists daily with workflow and technical related issues**
- Set up proprietary animation tools (Ant)

HIGHLIGHTED CREDITS:

[Superman](#) — Xbox, Xbox360, and PS2

[Tiger Woods 2009 \(uncredited\)](#) – Wii, Xbox360, PS3

EDUCATION:

Full Sail University – Orlando, FL

Associate of Science in Computer Animation

Relevant Courses:

- Character Rigging/Setup
- Motion Studies & Control
- Computers, Math, and The Internet
- General Education Courses
- Acting for Animators, 3d Animation
- Entertainment Business & Law
- Compositing & Storyboarding
- Character Modeling
- Game Character and Scene Design

ADDITIONAL CREDITS:

[Kit Kat](#) - TV Spots (2010) - Lead Rigging Artist

[Shrek 4 Stereo](#) - TV Spots (2010) - Rigging Artist, Cloth Artist

[Iris: The Contract](#) - Online Webisode (2010) - Rigging Supervisor

[Transformers/HASBRO](#) - TV Spots (2010) - Rigging Artist

[Take Your Medicine](#) - Music Video (2009) - Technical Supervisor, Rigging Supervisor, Cloth Artist

[DC Universe](#) - Cinematic (2009) - Rigging Supervisor

[Transformers RPM/HASBRO](#) - TV Spots (2009) - Rigging Artist

[Kraft](#) - TV Spots (2009) - Rigging Artist

[EA World of Littlest Pet Shop: Friends Forever](#) - TV Spots (2009) - Rigging Artist

[Southwest Airlines](#) - TV Spot (2009) - Rigging Artist

[Transformers 2](#) - TV Promos (2009) - Rigging Artist

[Toyota "My10 CGI Turntable"](#) - Test (2009) - Rigging Artist

[AMC Theaters/Coke "Magic Chairs"](#) - Theatrical Trailer (2008) - Rigging Artist

[Firebreather](#) – Cartoon Network Test (2008) - Rigging Artist, Cloth Artist

[The Fourth Magi](#) – Lightstream Media Test, *Unreleased* (2008) - Lead Rigging Artist

[Escape From Planet Earth](#) - Character Rigs Only, *Unreleased* (2008) - Lead Rigging Artist

[Madagascar](#) - TV Spots (2008) - Rigging Artist

[Journey to the Center of the Barnett Shale](#) – Ft. Worth Museum 4D Experience (2008) - Rigging Supervisor, Cloth Artist

[FerrariWorld's "The Racing Legends"](#)– Dark Ride Attraction (2008) - Lead Rigging Artist, Cloth Artist

[Webosaurs](#) – HD Web Promos (2007) - Rigging Artist

[Snow 2: Brain Freeze](#) – TV movie (2007) - Rigging Artist

[Kung Fu Panda's The Secrets of the Furious Five](#) – DVD Extra (2007) - Rigging Artist

[Open Season 2](#) - Feature Film (2007) - Rigging Artist