

RESUME

Kristian Anthony Doyle

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DOB 1971

Education

1994 - Bachelor of Science (Computer Science) University of New South Wales

Experience

Currently:

Digital Artist / Technical Assistant – Animal Logic

Since July this year I have been full-time with Animal Logic, Sydney's top visual effects based film company at Fox Studios Moore Park, as a Technical Assistant on the feature film Peter Rabbit 2. The role involves assisting other Digital Artists with technical issues that arise during production, either with usage of primary software Maya, or pipeline issues of which the system is large-scale and complex. Working closely with Technical Direction and R&D engineering teams to troubleshoot and solve a myriad of issues. The role also involves close working relationships with the production arm, as work flows through departments such as Edit, Layout, Tracking, and Animation.

2019 – Contracting

Motion Capture and Motion Editing – Red Cartel

A few months completing two motion capture project roles with Red Cartel. One of these has been awarded with a 2nd. place at the recent AEA Awards – VR Experience Interactive category "Nascar Shell V Power". Setup and operation of motion capture for cinematic / and gameplay elements, VR based production. Detailed motion editing characters / props / vehicles.

Unity Generalist – Plastic Wax

3 months full time with Plastic Wax, an award winning studio creating premium content for the video game market. FX (including particle FX), building cinematic timelines, various creative and technical work across a large VR based runtime project. Working with all areas of the production team, including a very talented animation team, on this high profile IP has been a rewarding experience.

<http://www.plasticwax.com/>

2018 - Contracting

Technical Artist – The Pulse

6 months full time with The Pulse in Sydney, an award winning studio specialising with VR and AR. My role here is Technical Artist, and activities are technical work on digital assets and

animation (Primarily Maya), and also implementing these into simulation systems using C# and Unity Engine.

<https://www.experiencethepulse.com/>

Realtime Artist – Red Cartel

I've recently completed a months contract (February/March) with Red Cartel, coming on as a realtime visualisation artist and some programming. Realtime architectural visualisation within Unity Engine. Large development visualisation realtime within the engine.

<http://www.redcartel.com/>

2017 – Contracting

Vandal VFX (Formerly Frame Set and Match) – High End 3d commercial work 4 months full time role.

High-end CG work as animator / technical director / lighting and rendering artist.

<https://vandal.sydney/>

Red Cartel

Red Cartel – Motion Capture, Animator, VR based Unreal Engine and Unity projects. Red Cartel are a regular client and I have worked on several projects for them.

<http://www.redcartel.com/>

Helium9 Games (World of Tennis)

Animation Director role for World Of Tennis, Roaring 20's, a large and complex mobile tennis game. Currently 300 animation sequences fitting to complex gameplay logic. Consulting on animation directorial work.

<https://helium9games.com/team/>

Casey Powell Lacrosse

Programmer. Gameplay, character control. C# programming for character control player and NPC for upcoming (at time of writing) mobile title in their established series. Approximately 4 months to complete this role.

<http://www.laxvideogame.com/>

Savatronix Lost Haven (JRPG video game)

I am the animator on board for this highly skilled team based out of USA. The game is a large scale JRPG and I am creating animation and also programming to ease the integration of all character control logic for the main programming team. This project is ongoing at time of writing.

2016 – Animator, Digital Doxy

9 Month Fulltime Role. Animator, VR based entertainment company in Melbourne, Australia. Motion Capture (Xsense), High volume / turn around Motion Editing (Motion Builder), Animation and Technical Artist tasks. (Maya, Motion Builder, Unity).

2015 – Animation Director, World Of Tennis, Roaring 20's, Helium9 Games

Producing over 200 animation sequences during this time, and programming the character control logic for animations to flow and blend correctly in game.

2012 – 2014 Contracting

Project Details from this period are on the following site: <http://animationengine.org>

Developing Apps and Games for iOS and Android. Contracting as animator for various studios.

2011 – Lecturer JMC Academy

Half year lecturing, as well as course development duties at JMC Academy Sydney Campus. My students were third year Digital Animation Undergraduates and my course work there was focused on Video Games Development with UDK (Unreal Engine).

2010 – 2012- Senior Animator / Technical Artist, SG Interactive

Since June 2010 – Sept 2011. Partnership and contractor for SG Interactive, who create interactive realtime and video based installations and broadcasts. Located within at Freehand TV Post Production Department in Sydney. Motion Capture, Motion Editing, Character Animation, Character Creation, Rigging, Assets Building, Shots Assembly, Technical Pipeline and Games development. Primary software is Autodesk's 'Entertainment Creation Suite' (Maya, Mudbox and Motion Builder), along with a suite of other tools including Fusion for video compositing and Unity Game Engine for developing realtime applications. Technical tasks – scripting of production tools and rendering pipeline using python. Primarily Motion Builder Python API. Scripting compositing flows using lua for Fusion. Games development using Unity Engine , scripting with javascript and C#. Character sculpt and paint using Mudbox. Varied tasks using Maya. Extensive, in depth usage of Motion Builder. Composite and Pipeline in Fusion. Tasks span entire range of production pipeline. Modelling, Texturing, Pipeline automation, Rigging, Animating, Environment Creation, Rendering. Overseeing and technical training of animation team, conceptual, creative, design and and technical direction of projects.

2010 - Animation Contracting, Plastic Wax

6 weeks Animation contract for Plastic Wax and established cinematics specialist company in Sydney.. Game cutscene work. Keyframe Animation and Motion Editing, Motion Builder. Story tools utilised for full scene assemblies.

2010 - Motion Capture Services and Motion Editing for Fuel VFX

A month contract Motion Editing for Fuel VFX. Film large crowd shot for the film "Tomorrow, When the War Began". Motion editing done on Motion Builder. Capture done using my own capture system.

2008 - 2009 - Senior Animator and Technical Artist, Prophecy Games

10 months animation and technical artist for 'Skunkwerks' video game title. Production design of animation networks using Natural Motions morpheme:connect. Design, technical documentation, construction, previs, of animation networks. Scripting control of those networks with lua api, providing robust networks to programmers for integration to game. Setup and running of motion

capture to provide cinematics animation, cleaned, animated in Motion Builder, as well as props animation and various technical tasks for getting it all in engine. Rigging in Maya, weights painting, rigs customisation and adaption for engine requirements, maintaining all characters for various projects during model and texturing construction and revisions.

2008 - Software Testing, Smarts Group

9 month contract. Software testing for Smarts Group International who develop leading software tools for the surveillance of financial markets. Software testing, linux scripting and realtime systems testing.

2007- Lighting and Rendering Artist- Photon

3 month contract. Photon / Warner Studios. Lighting / rendering artist for CG TV series Animalia. Maya, Renderman.

2006 - 2007- Senior Animator, Prophecy Games

Animator / Animation TD for Prophecy's video game "Under Pressure" targeted for PC and XBox360 (12 month contract). Full time remote working role. Primarily an animation role- creating the animation assets component for the game- realistic full body bipedal motion for a hybrid 3rd-person shooter/ acrobatic/fighting game prototype. Character rigging, and various character modeling/texturing also completed for the game (Using Epic's "Unreal Engine 3"). Technical tasks include scripting to automate data pipelines, rigging tasks, creating physics driven assets within UE3 engine.

2006 - Motion Editor, Animal Logic

A month contract animating and motion editing (using Autodesk Motion Builder) during the pre-production stage of "David Tench Tonight" television series. Working within the mocap studio pipeline using Motion Builder to refine, edit and animate elements of the host "Tench" and output broadcast video for quick turnaround promos for the show.

2006 - Lighting and Rendering Artist, Plastic Wax

3 months working from the initial Demo sequence held at E3 2006, through to completion of the in-game cinematics for Warner Brothers Justice League title. Assembly tasks through to Lighting/Rendering and compositing using 3DS Max, Vray, Brazil and Digital Fusion.

2006 - Teaching, Mad Academy

Class subjects included modelling, character animation, lighting and rendering. 48 hours of classes held during February and March.

2005 - Senior Animator, Perception

1 Year animating for Triple-A game title 'Stargate' at Perception- using Character Studio / 3DS Max, primarily freeform animation creation, also mocap editing, formulation and documentation of processes for in game testing of animation, areas of level design, actor ai, Character Studio features which enable data transfer, motion blending and continuity for sequences in game.

2004 - Lighting Artist | Rendering | Compositing, Ambience Entertainment

1 year at Ambience Entertainment on the film "Peter Cottontail" lighting, rendering and compositing (Max/Vray/Fusion). Dual role on this title- working on the lighting team completing around 13 minutes of the lighting for the film. Also compositing much of my rendered shots and FX in Fusion. Some extra broadcast work done for Movie Network Idents.

2000 - 2003- Freelance / Contracting

Video production, motion graphics, animation, print and multimedia work for television, retail, corporate clientele. Editing, animation, architectural and scientific visualisation, compositing, web design, TVC production, multimedia authoring, camera work. The emphasis of projects has been on 3D animation content. Much of the work is demonstrated on my reel.

1998 - 2000- CG Artist / Animator / Editor

2 Years contracting with Mobile Image Company Australia. Producing for the corporate and television broadcast markets using Maya (3d), Speed Razor (Editing) and Digital Fusion (Compositing).

1998 - Brilliant Interactive Entertainment- Character Animator

6 months CG Character animation for 'Brilliant Interactive Entertainment' online movies. Low poly character and environment modeling, scene and keyframe optimisation work, character animation.

1996-1998 - Eyst Entertainment- CG Artist / Animator

2 years sole artist and animator for "Dogday" adventure game for PC. Title released under Impact Interactive Publishing, receiving great reviews (10/10 for graphics by Gamespot magazine). Graphic content for this early title was fully raytraced, nurbs and CSG based geometry rendered under a distributed network environment using Realsoft3D animation software. Environments and actions all realised as continuous animation sequences depicting a very stylish, slightly fascist, dog town. Game awarded 2nd place, Interactive Entertainment Category, Digital Media World 1997.

1995 Technician - AGC Woodward-Clyde Environmental Engineering

4 months full-time role. Technical graphics production from field data for AGC Woodward-Clyde Environmental Engineering

1995 – Graphic Designer- Brilliant Images

5 months full-time role. Corporate graphic design and desktop publishing at Brilliant Images boutique graphic production house North Sydney, Australia (Photoshop, Corel Draw, Powerpoint)

1994 – Technical Graphic Artist- Fairchild Interactive Multimedia

6 months full-time role. Production for CD-ROM multimedia applications including 3D work at Fairchild Interactive Multimedia (Macromedia Director, Topas 3D).

TECHNICAL SPECIALTIES

Unity Game Engine Development

Motion Builder including python Scripting (Keyframe Animation, Motion Editing, Cinematics)

Maya + Vray + Mental Ray + Renderman. Rigging, Animator and Generalist (3d)

3D Studio Max + Vray. Animator and Generalist (3d)

Mudbox (High Poly Detail Model / Paint)

Fusion including Lua and python scripting (Compositing)

Natural Motion Morpheme and Lua Script (Character Networks construction and scripting)

UDK / UE4 (Epic Unreal Engine) (Technical Animation Specialist)

Illustration. Proficient hand illustrator. Particularly Drawing.

Linux/Unix capable, including bash shell and scripting

Photoshop and Gimp (Painting)

Corel Draw + Inkscape- Vector design work.

Broadcast: camera work, video editing and general post facility maintenance and operation.

Adobe Premiere (Editing)

Lightworks (Editing)

Network Administration and good depth of computer systems knowledge (hardware & software)

OLDER TECHNICAL AREAS

Realsoft3D. User and Australian Distributor.

Macromedia Director Multimedia authoring – Several Interactive Titles authored

Speed Razor (Older Editing System)

DPS Reality/Velocity (Older Editing and VFX System)