

Robbie Reid
Rigging TD

Email: robbie.j.reid@gmail.com
Folio: <http://chowgood.com>
Last Update: February 2018
DOB: 20/09/1990

Phone: + 44 7423 238280
Location: London, United Kingdom
Citizenship 1: Australia
Citizenship 2: United Kingdom

Profile

I have strong values for content creation including dedication to projects, eagerness to learn new proficiencies and a constant desire to bolster my skill set. My experience as a worker, leader and educator inspires me to maintain a unifying and enjoyable group dynamic in any production environment. I love to inspire, support, teach and learn from others within the industry.

Educational Background

2008 – 2010 Bachelor of Arts in Multimedia Design
Curtin University of Technology, Western Australia

Software and Coding Language Background

Experienced (7 - 12 years) Autodesk Maya, Adobe Photoshop, Adobe Flash/Animate
Adept (2 - 6 years) Adobe After Effects, MEL
Beginner (1 year) Pixologic Zbrush, Dragonframe, Python

Industry Work

Sept 2016 – Present Rigging TD
MPC, London

- Responsible for the creation of feature film quality skeleton, deformation and puppet rigs for photo-real characters, creatures and props
- High focus on scripted rig building with in-house modular systems and personal bespoke code
- Lead role on multiple projects guiding the direction of rigging, reporting to asset and CG supervisors, discussing requirements/needs with other departments, passing down tasks and giving assistance/advice to other riggers when required

Film experience:

[2017] The Dark Tower - Rigging TD (Credited)
[2017] Justice League - Rigging TD, partial Lead Rigging TD (Credited)
[2019] The New Mutants - Lead Rigging TD
[2019] Dumbo - Rigging TD
[2019] The Lion King - Rigging TD

Jan 2016 – June 2016 Rigging TD
Alt VFX, Brisbane

- Responsible for generating rigs fast and efficiently without sacrificing quality in a demanding commercial environment
- Primary roles included character rigging, motion-capture wrangling and asset integration, along with some secondary work in animation

Sept 2013 – Feb 2015 Animator / Generalist
PIXOMONDO, Beijing

- Responsible for creating both photo-real and stylized animation styles on a variety of commercial and film productions
- Primarily involved in animation of creatures, digital doubles and vehicles, shifting to character rigging and rigging R&D when required
- Secondary roles included traditional animation, modelling, basic texturing and basic rendering

Film experience:

[2015] Impossible - Animator (Credited)

Feb 2011 – July 2013 Sessional Tutor
June 2015 – Dec 2015 *Curtin University of Technology, Western Australia and Open Universities Australia*

- Tutor for Digital Design, covering five units on campus and developing two more for Open Universities Australia (OUA) online coursework
 - Units covered 2D animation, CG pipeline workflow and portfolio development
 - Responsible for standard coursework, weekly critique and feedback, technical assistance, creation of marking keys, evaluation of assessments and equation of marks
-

References

Jordan McInnes, Lead Rigger *jordan@altvfx.com*
Alt VFX Brisbane

Wil Manning, VFX Supervisor *wil@bangbangfilms.com*
BangBang Films Beijing