

RESUME - Kristian Anthony Doyle

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DOB 1971

1993 - Bachelor of Science (Computer Science) University of New South Wales

2015 – Current

I'm currently working on a remote team (as animation director and programmer) with TruSoft International who are AI technology and video game specialists. We are making a Tennis sports sim game for mobile on Unity Engine. I'm also contracting with Red Cartel studio in Sydney working on cinematic VR work with Unreal Engine 4.

2012 – 2014 Freelancing

Freelancing in computer graphics related fields. Developing Apps for iOS and Android, creating animation for some established clients (which are usually digital production companies themselves) Unity game engine programming in C#, Motion Capture, Motion Editing with Motion Builder, and the usual host of 3d software for model construction, rigging, etc. I have also been developing a rather complex fighting video game, presenting at PAX (Penny Arcade) international exhibition in 2013 and receiving good reviews and interest. As examples of periodic contracts - For last years EB Games Exhibition in Sydney I implemented a real-time character animation logic network running through Motion Builders relation constraints to allow a back-stage motion capture performer and four Gamepad operators to drive two realtime character performances (body and facial animation) for the latest 'Skylanders' video game release in the main stage building. Plenty more work demos on my blog <http://animationengine.org>

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 are 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

5 weeks Animation contract for Plastic Wax. 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 shots. Motion editing done on Motion Builder. Capture done using my own capture setup.

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 cinematic 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 in QLD. Lighting / rendering artist for TV series Animalia.

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.

1994-1996 - Various - Graphic Design, Multimedia and 3D Production

- Technical graphics production from field data for AGC Woodward-Clyde Environmental Engineering (8 months)
- Corporate graphic design and desktop publishing at Brilliant Images (Photoshop, Corel Draw, Powerpoint) (5 months)
- Production for CD-ROM multimedia applications and 3D work at Fairchild Interactive Multimedia (Macromedia Director, Topas 3D) (1 year)

TECHNICAL SPECIALTIES

Motion Builder and python Script (Animation, Motion Editing, Cinematics, Technical Scripting)
Natural Motion Morpheme and Lua Script (Character Networks construction and scripting)
UDK (Epic Unreal Engine) (Technical Animation Specialist)
Maya Vray + Mental Ray + Renderman (3d)
Mudbox (High Poly Detail Model / Texture)
Linux/Unix capable, including bash shell and scripting
Unity Game Engine (Art and Code Development)
Fusion and Lua Scripting for Fusion (Compositing)
3D Studio Max + Vray + Character Studio (3d)
Photoshop and Gimp! (Painting)
Illustration – 2D Concept Drawing, Character Portraits
Broadcast: camera work, video editing and general post facility maintenance and operation.
Realsoft3D (3d)
Adobe Premiere (Editing)
Network Administration and good depth of computer systems knowledge (hardware & software)

Macromedia Director Multimedia authoring – Several Interactive Titles authored
Speed Razor (Older Editing System)
DPS Reality/Velocity (Older Editing and FX System)