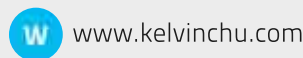
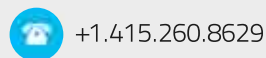
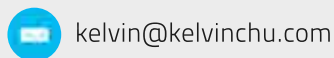


KELVIN CHU

Senior Creature Technical Director



EXPERIENCE

2012 - Present

[Chronoblade](#)

Character Technical Director @ nWay

- Establish studio character pipeline from Maya to game engine, including animation exporter, character/prop exporter, character customization setup and more.
- Design and develop various tools / scripts / interfaces to streamline animation workflow and process.
- Animate various NPC animations.

2010 - 2012

[Pacific Rim \(2012 early production\)](#)
[Battleship \(2012\)](#)
[Transformer 3 - Dark of the Moon](#)
[Rango \(2010\)](#)
[The Last Airbender \(2010\)](#)

Senior Creature Technical Director @ Industrial Lights and Magic

- Rig and oversee various types of hero creatures.
- Cloth and hair dynamic setup and simulations for shot work.
- Rigid simulations for shot work.
- Oversee and troubleshoot assets through the creature and animation pipeline.

2007 - 2009

[Tomb Raider \(early production\)](#)
[Tomb Raider Underworld](#)

Senior Technical Artist @ Crystal Dynamics

- Design and develop a studio wide rigging pipeline and animation tools used in different teams and projects.
- Create various tools / scripts / interfaces to streamline animation workflow and process.
- Work closely with animators to ensure building of most effective rigs and tools for various teams and projects.
- Oversee and troubleshoot rigging assets through the animation pipeline.

2006 - 2007

[The Force Unleashed](#)

Character Technical Director @ LucasArts

- Build and maintain various types of rigs including biped, quads, and other unique skeleton types.
- Ensure all rigs meet a very high standard including cloth, muscles simulations and effects.
- Design and develop various tools / scripts to streamline animation workflow and process.

2003 - 2006

[Unannounced title for the PSP](#)

Lead Animator @ Sony Computer Entertainment America

- Supervise animation and art related issues. Review all animation assets and take corrective measures if needed to assure strict visual/technical/animation standards.
- Direct motion capture session from beginning to end, create motion capture pipeline.
- Work closely with action director, Cory Yuen to design action moves starring Jet Li.
- Provide technical support in production, work with engineers and technical director to resolve technical issues.

2000 - 2003

[Rise To Honor - starring Jet Li](#)

Technical Animator @ Sony Computer Entertainment America

- Develop animation pipeline and design the animation engine with engineers.
- Rig and animate a wide variety of character animation.
- Create cinematic pipeline - allowing cinematic to be assembled in Maya and transferred into the game.
- Develop Mel based custom tool and facial rigging system to streamline artists' workflow.
- Participate in voice acting for ingame and cinematic.

1997 - 2000

[Warjetz - Playstation one, Playstation2](#)
[Battletanx:gobal assault -nitendo 64 and playstation](#)

3d artist/Level Designer @ The 3DO Company

- Design level layout and gameplay
- Responsible for implementation of all technical tools between programmers and artists.
- Hi and Low res model building and texturing using 3D Studio Max and Photoshop.

HIGHLIGHTS

- Over 16+ years of CG production experience developing AAA titles.
- Comprehensive knowledge on rigging, simulations, effects and tool development for production.
- Enjoys technical challenges and problem solving. Eagerly researches, implements, and teaches leading edge technologies, pipelines, and paradigms.

AWARDS

10th Annual Visual Effects Society Awards:
Outstanding Models in a Feature Motion Picture
Transformers: Dark of the Moon - Driller