

KELVIN CHU

CREATURE TD | TECHNICAL ANIMATOR



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2013-Present

Star Wars™: Secrets of the Empire (VR)

Star Wars™ APP: Force Friday II (AR)

Ready Player One

Transformers: The Last Knight

TMNT II: Out of the Shadows

Rogue One: A Star Wars Story

Soarin' Around the World (Disney California Adventure Park)

Jurassic World

Teenage Mutant Ninja Turtles

Transformers: Age of Extinction

2012-2013

Chronoblade (iOS, Facebook)

2010-2012

PacificRim (early production)

BattleShip

Transformers: Dark of the Moon

Rango

The Last Airbender

2007-2009

Tomb Raider 2013 (early production)

Tomb Raider Underworld

(PlayStation 3, Xbox 360, PlayStation 2)

HIGHLIGHTS

- Over 20+ years of CG production experience, developing film and AAA games titles.
- Award winner of the 10th Annual Visual Effects Society Awards: Outstanding Models in a Feature Motion Picture *Transformers: Dark of the Moon - Driller*
- Comprehensive knowledge on rigging, simulations, facial setup, muscles setup, technical animation and tool development for production.
- Out-of-the-box thinker who enjoys technical challenges and problem solving.
- Passionate in continuous quality and processes improvements.
- Team player who strives in fast paced and dynamic environment.

EXPERIENCE

● Lead Creature Technical Director @ Industrial Lights & Magic

- Performed rigging and oversaw various types of mechanical to organic hero creatures.
- Animated complex hero transformation shots from layout blocking to finish, camera tweaks and lip syncing.
- Created simulation setup for cloth, muscles, hair, fur and rigid dynamics.
- Integrated and optimized complex hero assets from VFX film production into real time environment.
- Incorporated hero cloth simulation to be used in real time engine.
- Analyzed internal process needs, risks and dependencies.
- Worked with other leads and team members to develop new tools and work pipelines.

● Senior Character Technical Director @ nWay Inc.

- Designed and established the technical foundation of character customization system.
- Developed animation and rigging tools using Maya API and Python.
- Created custom shader in Unity for fast rendering on low spec mobile device as well as achieving the stylized look for the project
- Established the studio pipeline from Maya to game engine, including animation exporter, character and prop exporter, character customization setup and more.
- Designed and developed several tools, scripts, interfaces to streamline animation workflow and process.
- Animated various NPC animations in game.

● Senior Creature Technical Director @ Industrial Lights & Magic

- Rigged and oversaw various types of hero creatures.
- Performed cloth and hair dynamic setup and simulation for shot work.
- Carried out cloth simulation, rigid destruction simulation and corrective sculpting shots.
- Oversaw and troubleshoot assets throughout the creature and animation pipeline

● Senior Technical Artist @ Crystal Dynamics

- Designed and developed a studio wide rigging pipeline used in different teams and projects.
- Created various tools, scripts, and interfaces to streamline animation workflow and process.
- Worked closely with animators to ensure building of most effective rigs and tools for various teams and projects.
- Oversaw and troubleshoot rigging assets through the animation pipeline.

2006-2007

Game – The Force Unleashed
(PlayStation 3, Xbox 360)

2003-2006

Unannounced Title (PSP)

2000-2003

Rise to Honor (Starring Jet Li) *Playstation 2*

1997-2000

BattleTanx: Global Assault (*Nintendo 64, Playstation*)
War Jetz (*Playstation, Playstation 2*)

● Creature Technical Director @ LucasArts

- Designed, built, and maintained various types of rigs, including biped, quadruped, and other unique skeleton types.
- Ensured all rigs meet the highest quality standards, including cloth, muscles simulations and effects.
- Designed and developed various tools and scripts to streamline animation workflow and process.

● Lead Animator @ Sony Computer Entertainment America

- Supervised animation and art related issues. Reviewed all animation assets and take corrective measures to ensure strict visual/technical/animation standards.
- Directed motion capture sessions on set, from start to end.
- Established studio motion capture pipeline.
- Worked closely with action director, Cory Yuen, to design in-game choreography starring Jet Li.
- Provided technical support in production, worked with engineers and technical directors to resolve technical issues.

● Technical Animator @ Sony Computer Entertainment America

- Developed pipeline and tools for applying motion capture data to animate puppet rigs.
- Developed Mel based custom tool and facial rigging system to streamline artists' workflow.
- Participated in voice acting for ingame and cinematic.

● 3D Modeler and Level Designer @ The 3DO Company

- Responsible for implementation of all technical tools between programmers and artists.
- Worked on Hi and Low res vehicle and environment model and texturing.
- Participated in Level design on campaign and multiplayer mode.