KELVIN CHU

CREATURE TD | TECHNICAL ANIMATOR

✉ kelvin@kelvinchu.com

🌐 www.kelvinchu.com

HIGHLIGHTS

- Over 20+ years of VFX production experience, developing blockbuster films 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*)
- Expert in rigging, cloth and rigid simulations, facial setup, muscles setup, technical animation and tool development for world class VFX 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

2018-Present

Senior Technical Artist @ Apple Inc.
- Technology Development Group

2013-2018

Aquaman
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

Lead Creature Technical Director @ Industrial Lights & Magic
- Led rigging work for various types of complex mechanical to organic hero creatures.
- Animated complex hero transformation shots from layout, blocking to finish, camera tweaks and lip syncing.
- Created complex creature 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 and optimized hero cloth simulation to be used in real time engine.
- Analyzed internal process needs, risks and dependencies.
- Collaborate with cross functional leads and key stakeholder to develop new tools and

2012-2013

Chronoblade (*iOS, Facebook*)

Lead 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.

2009-2012

PacificRim (*early production*)
BattleShip
Transformers: Dark of the Moon
Rango
The Last Airbender

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.

2007-2009

Tomb Raider 2013 (*early production*)
Tomb Raider Underworld
(*PlayStation 3, Xbox 360, PlayStation 2*)

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
The Force Unleashed
(PlayStation 3, Xbox 360)

Senior 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.

2003-2006
Unannounced Title *(PSP)*

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.
- Design and directed motion capture sessions on set, from start to end.
- Established studio motion capture pipeline.
- Collaborate 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.

2000-2003
Rise to Honor (Starring Jet Li) *Playstation 2*

Senior 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 in-game and cinematic.

1997-2000
BattleTanx: Global Assault *(Nintendo 64, Playstation)*
War Jetz *(Playstation, Playstation 2)*

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.