

# Chad Vernon

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www.chadvernon.com

San Francisco, CA, USA

## OBJECTIVE

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Employment as a technical director/rigger at an animation or visual effects studio that believes in the highest quality of work and that challenges my technical and artistic skills.

## EMPLOYMENT

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### ImageMovers Digital

Oct 2007 – Present

*Character Setup TD*

**Projects:** *Yellow Submarine* (look test), *Mars Needs Moms*, *A Christmas Carol*

- Worked as part of a team responsible for designing and implementing custom deformation tools, technologies, and workflows to efficiently create dozens of rigs within a specified bid time.
- Developed animation, rigging, and character finaling tools using C++, the Maya API, and Python.
- Rigged several character assets and helped define the facial rigging pipeline to ensure high-quality deformations driven by motion capture and animation.
- Wrote facial library tools to facilitate in the creation and maintenance of hundreds of face shapes and to allow more artistic iterations.

### Ex'pression College for Digital Arts

Sept 2006 – Oct 2007

*Student Services Assistant*

- Facilitated the Technical Direction classes.
- Built and maintained the student community website with PHP and e107.

### Callwave, Inc.

Mar 2004 – Aug 2004

*Web Development Intern*

- Trained to convert the company web site from ASP to ASP.NET.
- Researched and integrated third party web applications into existing corporate website.
- Wrote functional and design specifications for newly proposed web applications.

## SKILLS

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### Programming Languages, Markup, and APIs

C#, C++, C, Python, Java, MEL script, PHP, SQL, XML, (X)HTML, CSS

Maya, DirectX, OpenGL

### Software

Maya, Mudbox, Modo, Silo, ZBrush, After Effects, Photoshop, Visual Studio

## EDUCATION

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### Ex'pression College for Digital Arts

2005 – 2007

B.A.S. in Animation and Visual Effects

Valedictorian

### University of California, Santa Barbara

2001 – 2005

B.S. in Computer Science

Dean's List, Engineering Honors Program