

Chad Vernon

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www.chadvernon.com

San Francisco, CA, USA

OBJECTIVE

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

EMPLOYMENT

ImageMovers Digital **Oct 2007 – Present**

Character Setup TD

- Rigged character faces as part of the facial rigging team.
- Created tools and Maya plug-ins for the character rigging and deformation pipeline.

Ex'pression College for Digital Arts **Sept 2006 – Oct 2007**

Student Services Assistant

- Built and maintained the student community website.
- Designed posters and flyers for school events.

Callwave, Inc. **Mar 2004 – Aug 2004**

Web Development Intern

- Researched and integrated third party web applications into existing corporate website.
- Wrote functional and design specifications for newly proposed web applications.

University of California, Santa Barbara Bookstore **Mar 2003 – June 2005**

Student Assistant

- Provided customer service to students and faculty.
- Ordered and stocked textbooks for university classes.

EXPERIENCE

- *A Christmas Carol (2009)*

SKILLS

Programming Languages, Markup, and APIs

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

Operating Systems

Proficient in Windows and Linux. Experience with UNIX and OSX systems.

Software

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

EDUCATION

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