

Matthew Schiller

Character TD

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Objective

I desire to help bring great stories to life through robust rigs, solid simulations, scripting vital tools and determined problem solving skills.

Experience

Character TD | Sony Pictures Imageworks

Film: Arthur Christmas

December 2009 – Present

Responsibilities

- Hero character facial rigs
- Body, prop and vehicle rigs
- Programming rigging tools

Technical Animator | Rhythm & Hues

Film: Alvin & the Chipmunks 2

May 2009 – October 2009

Responsibilities

Scene Finalizing

- Cloth and hair simulation
- Deformation correction
- Scripting simulation rigs and tools

Character TD | Pendulum Studios

July 2005 – May 2009

Responsibilities

Rigging

- Types: Biped, quadrupeds, vehicles and props

Motion Capture

- Applying facial motion capture
- Building full-body mocap adjustment rigs for Maya

Pipeline / Scripting

- Coded many miscellaneous scripts for rigging, modeling, texturing and rendering

Achievements

- Contributing patent author for the facial mocap system Alter Ego
- Applause award from Sony Imageworks for excellence in rigging
- Character TD on the award-winning Paraworld game cinematic

Education

Southern Adventist University, Collegedale, TN

May 1, 2005

B.S. in Character Animation

Skills

- Software: Maya, After Effects, Photoshop and some Motion Builder
- Proficient in Linux system environments
- Scripting: MEL, Python
- Rigging and pipeline management