

ROGER RIDLEY

Experience

2007 – Present **ImageMovers Digital** Novato, CA

3D Modeler

Yellow Submarine (2010) :

- Created highly detailed hero props
- Collaborated with model shop to achieve large scale concept sets

Mars Needs Mom's (2009-2010)

- Implemented environments and sets using modular and tileable assets
- Assembled assets with rigs and animation to enhance other departments understanding of the full vision for production models
- Modeled blend shapes for rigs and sets for character interaction

A Christmas Carol (2007-2009)

- Helped in creation of a production pipeline by modeling IMD's first production asset, "Scrooge's Office"
 - Built vast environments, landscapes, and city streets using camera feed to base resolution and asset placement
 - Wrote multiple Python scripts for modeling department tools
 - Designed concept models for character, cloth, and prop design, as well as low, medium, and high resolution architectural environments
 - Aided practical model shop by building and designing conceptual assets
 - Resurfaced and UV mapped high resolution scan data
 - Finalized production by working on shot fixes for last minute changes
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2002 – 2006 **United States Air Force** Fairfield, CA

Crew Chief

- "C-5" Cargo aircraft. Hydraulic, pneumatic, mechanical, and electrical maintenance technician of aircraft: Designed squadron mission patches and pins
- Top security clearance for the United States Air Force

Profile

- Accomplished in building hard surface, organic, and conceptual UV mapped polygonal and sub-divisional assets
- Skilled in all Windows, Linux and OSX, platforms, including Maya, Mudbox, Zbrush, GSI, Photoshop, and Python programming
- Secondary skills include texturing, lighting, rendering, rigging, and animation
- Self motivated and disciplined in time management
- Maintains a positive attitude and has strong rapport with all co-workers

Education

2008 – 2010 **ImageMovers Digital** Novato, CA

Studio Training

- Python program scripting
- Figure sculpting with Richard Miller

2002 – 2006 **Academy of Art University** San Francisco, CA

BA of Fine Arts

- Major in 3D Modeling
- Collaborated with other student's to create a short film called, "The Worm"