

# Curriculum Vitae

## Jeremy Yeokhoo

Creature/Character Technical Director

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## Keywords

Maya and MEL, Python, nCloth, xGen, Yeti, Technical Director, PyQt, PySide

## Personal Summary

Currently a Senior Creature TD for Sony Pictures Imageworks working on "Alice Through the Looking Glass". I have 8 years of experience in the industry working on feature films and TVC's as a Creature and Character TD. My portfolio of movies range from "The Hunger Games", "Journey 2: Mysterious Island", "Harry Potter 7 Part II", "Legends of the Guardians: Owls of Ga'Hoole", "Star Wars: The Clone Wars". My experience is centered around character rigging, creature development. My strengths are being an excellent communicator between artists and programmers and a team player, a diligent worker.

## Software Skillsets

### Advanced Level

- Autodesk Maya (xGen, nCloth)
- Python and MEL
- Yeti, Shave and Haircut

### Moderate Level

- PyQt and PySide
- Nuke
- Katana
- SeExp

### Adequate Experience and Additional Qualifications

- Plugins for Maya in Python
- Vray, Arnold, Renderman
- Houdini
- Certificate in C++

## Relevant Work Experience

### Creature Technical Director

May 2015 to Feb 2015

Sony Pictures Imageworks, Vancouver  
Creature TD for feature film, nCloth and Sony's proprietary HairSystem in Katana. Mainly production shotwork and various development work

### Creature Technical Director and Rigger

Nov 2014 to May 2015

Iloura, Sydney  
Creature TD and Rigger, Look Development Hair and Fur for Hero CG and Digi-Doubles in Katana using Renderman

### Freelance Character/Creature Technical Director

June 2013 to August 2014

Regular freelancer for following TVC studios:  
Alt.Vfx - Brisbane; Engine - Sydney; Fin Design - Sydney,  
Toybox - Auckland  
Character Rigging using python and Maya API, and Animation Technical Support. Creature Technical Director creating creatures using Yeti, Shave and Haircut, Look Development n Vray and Arnold for Maya

**Character FX and Creature TD**

Apr 2012 to Dec 2012

Animal Logic, Sydney

Attached to the FX department working on shots related generic FX. Assisting the animFX department dealing with in-house muscle and character rigs.

**Character Technical Director**

Apr 2011 to Feb 2011

Rising Sun Pictures, Adelaide

Responsible for creating furRigs and hairRigs, using Shave and Haircut, Yeti. Creation of python tools for caching mayaHair dynamics and streamlining shotwork. Integrating rigs and caches into the pipeline

**Character Rigger**

Nov 2009 to Apr 2011

Animal Logic, Sydney

Built significant number of character and vehicular rigs for the TV feature, "Lego Star Wars, The Padawan Menace" Involved in assisting in building Modular Systems for building custom characters on the fly.

**Character FX Technical Director**

Nov 2009 to Apr 2011

Animal Logic, Sydney

Responsible for development work for feathered creatures and as well as tool creation in MEL. Involved in Character Finaling. Project tasks also require numerous shot work and lookDev working on fake collisions setups secondary animations, and wind effects simulations .

**Assistant Technical Director**

Sept 2008 to Nov 2009

Lucasfilm Animation, Singapore

Responsible for making the LAS pipeline run smoothly between the Animation &amp; Assets team. Involved in creating tools, and fixing rigs, animation shot fixes. Ensuring stylistic quality of the Lucasfilm franchise.

**Senior Rigger**

Feb 2006 to Jun 2008

Eggstory Creative Productions, Singapore

Acting lead rigger for Kungfu Gecko, a studio's personal project. Created character hero-rigs, Rig UIs and animation tools. Modeling and SetDressing in XSI.

**Graduate Architect**

June 2004 to Jan 2005

G. Gordon Fuller &amp; Associates, Sydney

Documentation and 3D visualisation for a small-scale residential development in Pymble. Documentation for residential and commercial projects required for DA and marketing portfolio.

**Film Credits****Alice Through the Looking Glass (2016)**

Creature Technical Director

**Gods of Egypt (2016)**

Creature TD and Rigger

**Walking With Dinosaurs (2013)**

Creature TD, FX Artist

**Hunger Games (2012)**

Creature Technical Director

**Journey 2, Mysterious Island (2011)**

Creature Technical Director

**Harry Potter 7, Part II (2011, uncredited)**

Rigger, Stereo Conversion

**Legends of the Guardians, Owls of Ga'Hoole (2010)**

Character FX Technical Director

**Kungfu Gecko (Unreleased)**

Senior Character Rigger

**Aeresol (2007)**

Animator and Rigger

**Short Form Credits****Tooheys Extra Dry (2013), Alt VFX**

Character/Creature TD

**Woolworths Australian Animals (2013), FinDesign**

Creature Technical Director

**MacQuarie Bank, Otter (2013), Toybox NZ**

Creature Technical Director

**Coca-Cola Polar Bears (2013), Animal Logic**

Character FX TD

**Lego Star Wars, Padawan Menace, Animal Logic**

Character Rigger

**Star Wars, The Clone Wars Season 3 (2009), Lucasfilm**

Assistant Technical Director

## **Education and Qualifications**

Diploma of Game Development: Art	<b>Academy of Interactive Entertainment, Melbourne</b>	2005
Bachelor of Architecture	<b>University of Sydney, Sydney</b>	2001 to 2003
Bachelor of Science in Design	<b>University of Sydney, Sydney</b>	1998 to 2001

## **Referees**

Contacts of referees are available only upon request.