

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 CFX TD for Sony Pictures Imageworks finishing up on "Hotel Transylvania 3". I have 11 years of experience in the industry for VFX and animation features and TVC's as a Creature and Character FX TD. My portfolio of movies range from 'Alice Through the Looking Glass', 'Smurfs', 'The Hunger Games', "Harry Potter 7B", "Legends of the Guardians: Owls of Ga'Hoole", "Star Wars: The Clone Wars". My experience is centered around cloth and hair development, character rigging, and muscle rigging. I am a diligent and hard worker, meeting production schedules and as well as assisting in tool development

Software Skillsets

Advanced Level

- 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
- Plugins for Maya in C++
- Houdini

Relevant Work Experience

Senior CFX Technical Director

May 2015 to Mar 2018

Sony Pictures Imageworks, Vancouver

Character FX TD for feature film and animation features, nCloth and proprietary HairSystems in Katana. Cloth Rig Setups, Tool Development, Tool Debugging, Production Shotwork

Creature Technical Director and Rigger

Nov 2014 to May 2015

Iloura, Sydney

Creature TD and Rigger, Look Development Hair and Fur Rigs for Hero and Digi-Doubles in Maya using xGen, rendered in Katana Renderman. Helped develop the hair pipeline.

Freelance Character/Creature Technical Director

June 2013 to August 2014

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 grooms 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 generic FX shotwork. Assisting the animFX and techAnim department dealing with proprietary muscle and character rigs.

Character Technical Director Apr 2011 to Feb 2011
Rising Sun Pictures, Adelaide
Responsible for grooms and hair rigs, using Shave and Haircut in Maya. Integrating maya hair rigs and shave and haircut caches into the lighting pipeline.

Character Rigger Nov 2009 to Apr 2011
Animal Logic, Sydney
Rigged character and vehicular rigs for “Lego Star Wars, The Padawan Menace” Assisted in coding a rig builder using a Modular System for rigging lego characters in MEL.

Character FX Technical Director Nov 2009 to Apr 2011
Animal Logic, Sydney
Production shotwork using proprietary feather rigs as well as tool creation in MEL. Involved in Character Finaling. Developed tool for fake collisions, and animating secondary animations, and wind effects simulations .

Assistant Technical Director Sept 2008 to Nov 2009
Lucasfilm Animation, Singapore
Responsible for maintaining pipeline, trouble shooting for proprietary tools, for Animation & Assets team. Involved in creating tools, and fixing rigs, tech anim. Ensuring stylistic quality of the Lucasfilm franchise. Quality controlled front-end assets

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 & 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

Hotel Transylvania 3 (2018)	CFX Technical Director
Emoji (2017)	CFX Technical Director
Smurfs (2017)	CFX Technical Director
Storks (2016)	CFX Technical Director
Alice Through the Looking Glass (2016)	Creature Technical Director
Gods of Egypt (2015)	Creature TD and Rigger
Walking With Dinosaurs (2013)	Anim Tech, 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)	CFX Technical Director
Kungfu Gecko (Unreleased)	Senior Character Rigger
Aeresol (2007)	Animator and Rigger

Short Form Credits

Tooheys Extra Dry (2014), Alt VFX
Woolworths Australian Animals (2013), FinDesign
MacQuarie Bank, Otter (2013), Toybox NZ
Coca-Cola Polar Bears (2013), Animal Logic
Lego Star Wars, Padawan Menace, Animal Logic
Star Wars, The Clone Wars Season 3 (2009), Lucasfilm

Character/Creature TD
Creature Technical Director
Creature Technical Director
Character FX TD
Character Rigger
Assistant Technical Director

Education and Qualifications

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

Referees

Contacts of referees are available only upon request.