

Curriculum Vitae

Jeremy Yeokhoo

Character Rigger/FX Technical Director

Updated 17/07/2020

Vancouver, British Columbia
Canada

jyeokhoo@gmail.com

<https://vimeo.com/user3083605>

<http://jeremyk.com/>

Keywords

Maya and Python, nCloth, xGen, Rigger, Character FX, PySide

Personal Summary

Currently a Senior Rigger/CFX Technical Director at Scanline VFX Vancouver with strong experience in both Rigging and Character FX. I have 14 years of experience in the industry for VFX, animation features and TVC's. My portfolio of work ranges from 'The Free Guy', 'Marvel: Eternals', 'Spiderman: Far From Home', 'Fantastic Beasts 2'; 'Alice Through the Looking Glass', 'Smurfs', 'The Hunger Games', 'Storks', and 'Owls of Ga'Hoole'. My experience is centered around character rigging, cloth and hair setup and muscle systems. I am a diligent and hard worker, meeting production schedules and as well as assisting in tool development. I have a versatile skillset catered towards character creation.

Software Skillsets

Advanced Level

- Maya (xGen, nCloth)
- Python and MEL
- Marvelous Designer

Moderate Level

- Maya API
- Nuke

Adequate Experience

- Plugins for Maya in Python
- Vray, Arnold, Renderman
- Houdini
- PyQT, PySide, PyMel

Relevant Work Experience

Senior Rigger/CFX

Nov 2018 to Present

Scanline VFX, Vancouver

Senior Rigger with various roles. Developing an object-based modular vehicle rigging system to automate rigging car assets based on geometry bounding boxes and integrating tool with studio's pipeline. Rigging bipeds: using muscle joints, deformations. PSD driven cloth corrective shapes for costumed characters. Various rigging tools.

Senior CFX Technical Director

Apr 2018 to Oct 2018

Method Studios, Vancouver

Worked on 'Fantastic Beast 2'. Tool creation and as well as debugging, cloth and hair setups, xGen debugging, muscle systems and shot work for CFX.

Senior CFX Technical Director

May 2015 to Mar 2018

Sony Pictures Imageworks, Vancouver

Received an Applause Award for Outstanding Performance and Lasting Contribution. Character FX TD for feature film and animation features, nCloth and proprietary HairSystems in Katana. Cloth Rig Setups, Tool Development, Tool Debugging, Production Shot work

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 xGen 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 in Vray and Arnold for Maya.

Character FX and FX Artist

Apr 2012 to Dec 2012

Animal Logic, Sydney

Character FX Supervisor for short form Coca-cola TV-ad. 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 & Haircut in Maya. Integrating Maya hair rigs with Shave & 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 Python Modular System for rigging Lego characters wrapped 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 and trouble shooting for proprietary tools for Animation & Assets team. Involved in creating tools, fixing rigs, TechAnim. Ensuring stylistic quality of the Lucasfilm franchise. Quality controlled front-end assets

Lead Rigger

Feb 2006 to Jun 2008

Eggstory Creative Productions, Singapore

Lead rigger for *iKungfu Geckoi*, a studio's personal project. Created character hero-rigs, Rig UIs and animation tools. Modeling and Set Dressing 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

Eternals (2021)	Snr RiggerS
Justice League Dark (2021)	Snr RiggerS
God vs King (2020)	Snr RiggerS
Free Guy (2020)	Snr RiggerS
Terminator: Dark Fate (2019)	Snr RiggerS
Spiderman: Far From Home (2019)	Snr Rigger
Game of Thrones: Season 8 Finale (2019)	Snr RiggerS
Christmas Chronicles (2018)	Creature Technical Director
Fantastic Beasts 2: Crimes of Grindelwald (2018)	Creature Technical Director
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)	TechAnim, 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	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 Menance, Animal Logic	Character Rigger
Star Wars, The Clone Wars Season 3 (2009), Lucasfilm	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 available upon request.