

chris carignan
TECHNICAL DIRECTOR

SUMMARY OF QUALIFICATIONS

Created content for twelve years in the film and video game industries. Engineered tools for 6 major motion pictures, and 5 game titles. Achieved proficiency in: Houdini, Maya, 3DStudio Max, Mantra, Mirai, MotionBuilder, RenderMan, Shake, After Effects, Photoshop, Gimp, Illustrator, Dreamweaver, Flash, Python, MEL script, MAX script, JavaScript, C-Shell, CGI, PERL, HTML, and XML. Extensive knowledge of Mac OS X, Windows and Linux platforms.

WORK EXPERIENCE

10.2010 – present

SONY PICTURES IMAGEWORKS – CULVER CITY, CALIFORNIA
Arthur Christmas >> Effects TD

Responsible for designing and implementing procedural animation systems to create a variety of effects to simulate physical phenomenon. Working on multiple shots simultaneously and independently under tight deadlines using Sony's proprietary systems.

10.2009 – 10.2010

SONY PICTURES IMAGEWORKS – CULVER CITY, CALIFORNIA
Alice in Wonderland + Arthur Christmas >> Senior Pipeline/Animation Support TD

Designed and developed in-house tools for animation, modeling, rigging, and cloth/hair departments. Worked closely with supervisors as well as other technical directors to expand on the capabilities of the current pipeline.

6.2008 – 9.2009

LAIKA ENTERTAINMENT – PORTLAND, OREGON
Coraline + Internal Development Pitches >> Senior Generalist TD

Modeled, textured, animated, created effects, composited, and lit shots on any given day. I also worked on various tool development and pipeline fixes using MEL and Python.

11.2006 – 5.2008

LAIKA ENTERTAINMENT – PORTLAND, OREGON
Coraline + Jack and Ben >> Research + Development TD

Was part of a team that created and supported the base level publishing system that was the core of the pipeline. Worked directly with the CG Supervisor to tailor the pipeline to what was desired. Developed various tools including submission to dailies tools and editorial cut publishing tools.

4.2005 – 11.2006

SONY PICTURES IMAGEWORKS – CULVER CITY, CALIFORNIA
Monster House + Beowulf >> Pipeline/Animation Support TD

Designed and developed in-house animation tools and GUI. Supported animation, modeling and lighting pipelines. Worked with animators and other technical directors to solve production issues and make tools run more efficiently. Worked under tight deadlines and in a team environment.

5.2003 – 4.2005

SONY PICTURES IMAGEWORKS – CULVER CITY, CALIFORNIA
The Polar Express >> Production Services Technician

Assisted artists in troubleshooting RenderMan errors, Maya files, and Filmbox files. Created programs to aid artists, and built a smooth work flow for the production staff [C-Shell, MEL, CGI, and PERL]. Worked with coordinators to ensure all data was present for director screenings and daily reviews. Also assisted on various in-house projects using Houdini, Maya, RenderMan, and many in-house tools.

2.2002 – 6.2002

VISIONSCAPE INTERACTIVE – POWAY, CALIFORNIA
SeaBlade [Xbox] + EverQuest [PC] >> Lead 3D Artist

11.1999 – 2.2002

SOLWORKS/SONY 989 STUDIOS – CARLSBAD, CALIFORNIA
NHL FaceOff 2002 [PS1 and PS2] + NHL FaceOff 2003 [PS2] >> Lead 3D Artist

6.1999 – 10.1999

WOLFPACK STUDIOS – AUSTIN, TEXAS
ShadowBane [PC] >> 3D Artist/Pipeline TD

EDUCATION

5.1996 – 1.1998

THE ART INSTITUTE OF FORT LAUDERDALE – FLORIDA
Associate of Arts in Computer Animation
Graduated Summa Cum Laude