

Wade Ryer

Character TD

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EXPERIENCE: **Framestore CFC, London, UK**

Rigger, September 2007 – Current

Character TD for CG feature animated film, *The Tales of Despereaux*. Responsible for rigging, and skinning of characters faces for certain look though out the film. Modeled corrective blend shapes. Met with Director and Animation to help develop specific look and use of character facial rigs. Juggled several facial rigs at the same time of development depending on priorities. Developed scripts for use in facial rigging pipeline, Trouble shot problems on various rigs. Film distributed worldwide by Universal Pictures, Christmas 2008.

Electronic Arts, Chicago, IL

Senior Character Technical Animator, May 2006 – Sept 2007

Responsible for supervising pipeline and setup for cinematic facial animation over 3 applications: Maya, Motion Builder and Face Robot. Beta Tester for Face Robot. Worked with Softimage developing facial animation software. Researched and developed character rigs and additional corrective deformations. Custom scripts developed for integration of facial pipeline.

Senior Character Technical Animator for Def Jam Icon, PS3, Xbox 360 Senior Character Technical Animator for Marvel Fighter, PS3, Xbox 360 Senior Character Technical Animator for Def Jam Icon 2, PS3, Xbox 360

DNA Productions, Irving, TX

Character Technical Director, October 2004 – May 2006

Character TD for CG feature animated film, *The Ant Bully*. Responsible for rigging and set-up of characters (including Lucas, the main character of *The Ant Bully*) and integrating them into the DNA pipeline. Reviewed models before rigging. Met with animation teams to help meet their needs of flexible and dynamic character movements and deformations. Helped develop standards and development of setup in character rigs. Trouble shot problems in rigs if they arose. Provided feedback on rigs. Film distributed worldwide by Warner Brothers, August 4th,2006.

Special Effects Technical Director, December 2005 – May 2006

Created specialized effects for various shots that met the director's vision for the feature film, *The Ant Bully*. Usage of dynamics, particles, fluids and muscle simulations. Film distributed worldwide by Warner Brothers, August 4th,2006.

ReelFX Creative Studios, Dallas, TX

Character Technical Director, October 2003 – October 2004

Character TD/Shot TD for CG animated movies and video game cinematics. Responsible for rigging, and skinning of characters, props, accessories, vehicles and sets, as well as integrating them into the ReelFX pipeline. Troubleshoot rig issues if they arose.

Character TD/ Shot TD w Hasbro's *Action Man* DVD (Release date: Spring 2005)

Game Cinematic in Activision's *Red Star* (PS2 game)

Hasbro's *Ninja Wars* DVD (Release date: Fall 2004)

Hasbro's *Valor Vs. Venom* DVD (Release date: Fall 2004)

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Interact Multimedia Inc., New York, NY

Senior Artist/ Developer, October 2001 – October 2003

Head Flash developer and 3D animator for Fortune 500 clients. Responsible for supervision and direction of freelance artists and developers. Created storyboards, concepts proposals and animations throughout several corporate videos and websites.

LuxorMedia/ CSC Corporation, Waltham, MA

Senior Animator, March 2001 – September 2001

Designed and animated multiple 3D "Virtual Employees" characters. Created interface design and programming for several corporate e-training presentations used by CSC, Deloitte & Touche, and Textron. Coordinated sound production and character development. Designed and animated corporate tradeshow presentations.

JuniorNet Corporation, Boston, MA

Senior Artist, May 1999 – March 2001

Responsible for interface design and interactive 3D and 2D animations for growth-oriented CD Rom/online service for children. Acted as sole artist for Sports Illustrated for Kids (SIFK), a JuniorNet content provider. Developed and integrated over-all look and feel of SIFK activity area. Created SIFK main menu. Modeled and animated Sports Illustrated blimp flying over various stadiums during different times of the day.

React.com/Parade Publications, New York, NY

Design and New Media Associate, December 1997-April 1999

Created entire element for React, a weekly online magazine. Created the entire Parade website. Met with photo director to order weekly photos to be used. Hired illustrators and created entire page layouts for online articles. Developed interactive shockwave games used exclusively for React.com, creating the artwork, as well as creating ideas for the games.

SKILLS:

Maya, MEL Script, C++, Softimage Face Robot, Motion Builder Houdini, ZBrush, Softimage 3D, XSI, Lightwave, 3D Studio Max, Photoshop, Illustrator, Flash, Director, Premiere, After-Effects, Action Script, Dreamweaver, Shake

EDUCATION:

Syracuse University, Syracuse, NY

Bachelor of Fine Arts, May 1997

Major: Computer Graphics **Minor:** Sculpture

NATIONALITY:

United State of America Citizen

RECENT PROJECTS:

"The Tales of Despereaux" Animated Feature Film, 2008 –Character TD

"Def Jam Icon" Xbox 360, PS3, 2007 (video game) –Character TD

"The Ant Bully" Animated Feature Film, 2006 –Character TD, Special FX