



Ian Jones

2256 19th Ave
San Francisco, CA, 94116
ian@shrtcww.com
650 743-5153
shrtcww.com

Conceptual Mastery:

Large system architecture
Multi-project development
Automation and Integration

Advanced Proficiency:

Maya | MEL
Python | MySQL
Subversion | Trac
Perforce

Proficiency:

Adobe Suite
Maya API
GSI Surfacr
Windows
Linux
Mac
Shake
Office

Personal Traits:

highly detail oriented
'big picture' aware
'longterm' concious
deadline focused
multi-role teamplayer
passionatly driven
problem solver

Summary:

Approachable, artist oriented TD with roots in animation, rigging and pipeline automation with an established record of producing creative and practical solutions in a timely and efficient manner.

Work Experience:

Character Technical Director - Indy, StarWars 2006 – 2008

LucasArts, a division of Lucasfilm - San Francisco, CA

- Key member of face technology for Indy and SW:TFU
- Designed and implemented ToolShack, a development model and distribution system for MEL, Python and Plugins
- Built character build system, exporters, and online asset dependency and status tracking systems

Character Technical Director - Lair 2005 – 2006

Factor 5 LLC - San Rafael, CA

- Character build system for biped, quads, and dragons
- Toolsets for accurate collision generation, asset maintenance, performance integration, animation, and propriety technologies
- Streamlined export path to engine for all assets

Character Setup Artist - Lunchables 2005 – 2005

WildBrain Inc - San Francisco, CA

- Responsible for character and prop setup
- Helped out with modelling, textures, and shading props

Freelance Character Technical Director 2004 – 2007

Over 30 repeat clients, Over 100 completed assets

- Work done for Professional Shorts, Student films, TV

CG Supervisor - Student Shorts 2004 – 2005

5 Shorts - Art Institute of California - San Francisco

- Lead the first collaboration between visual game programming and animation students on Tandem Tantrum, a four minute short that was completed with a team of nearly 30

Software Demonstration and QA 2004 – 2005

Geometry Systems Inc. - San Ramon, CA

- Laser-scan processing and resurfacing techniques

Education:

BA Media Arts | Animation 2002 – 2005

The Art Institute of California - San Francisco, CA

- Focused on Character Setup and Technical Direction

Portfolio, Reel, and References available on request