

# asim zaidi

Vancouver, BC, Canada. (Canadian Citizen)

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Demo Reel: <http://www.asimzaidi.com>

## OBJECTIVE

To work on challenging film projects that constantly push my creativity and technical knowledge.

## WORK EXPERIENCE

2013-PRESENT

### Senior Creature Technical Director

Rainmaker Entertainment (Vancouver)

Responsible for creature rigging & setup. Developing a procedural pose based deformation system to support a wide range of creature types (GUI and code), applying this system towards advanced character weighting to preserve volume and achieve hard to hit poses. Worked on a wide range of creatures from bipeds to quadrupeds.

*Projects: Ratchet & Clank Teaser Trailer, Upcoming Barbie DVD Projects*

2011-2013

### Creature Technical Director

Rainmaker Entertainment (Vancouver)

Worked with a python based procedural rigging system to build & weight hero characters on a feature film. Did R&D to build a deformation system to preserve volume and shape. Also rigged vehicles, props and sets.

*Projects: Escape From Planet Earth (Feature Film), Barbie: Mariposa and the Fairy Princess, Barbie in A Mermaid Tale 2*

2010-2011

### Modeler, Rigger, Scripter

Pipeline Studios Inc. (Toronto)

Responsible for character, prop & set modeling. Responsible for rigging and scripting tools on kids TV show. Developed/scripted vehicle based character auto rigging system for the show, allowed rigging team to quickly rig new characters. Also scripted rigging tools to allow quick rigging of characters and props.

*Projects: The Adventures of Chuck and Friends*

2009-2010

### Animator / Dynamics

Bedlam Games Inc. (Toronto)

Worked on Scratch The Ultimate DJ game. Modified motion captured data for in-game characters. Animated cameras to showcase in-game characters and environments. Applied body simulation / dynamics to character rigs for use with hair and clothing. Created keyed animation cycles.

*Projects: Scratch The Ultimate DJ*

MODELER

### Guru Studio

Summer 2008

Helped out on a TV commercial, modeling set props and improving existing geometry.

CREATIVE DIRECTOR & CO-FOUNDER

### Bytesector

2001 - 2006

Co-founded online web publication. Managed online content, relations with PR firms, website design and web applications.

WEB DEVELOPER

### Insight Sports

Summer 2007

Programmed web based applications for various TV networks. Helped on website launch for MLG Canada.

## SOFTWARE

Maya  
Python/pyQt/Mel  
MotionBuilder  
ZBrush/Mudbox  
Adobe After Effects  
Adobe Photoshop  
Adobe Premiere  
Adobe Encore  
3D Studio Max  
Windows / OS X / Linux

## SKILLS

- procedural character setup, rigging and modelling
- character deformation setup and skinning
  - pose driven character deformation
- building tools/scripts to assist with pipeline tasks
- comfortable with programming languages
  - adaptable to new languages/software
- strong understanding of modeling
- strong understanding of character animation
- comfortable with camera / lighting / compositing
- comfortable with anatomy
- technically savvy and a quick learner

## EDUCATION

**2009 - Digital Character Animation** Post-Graduate Certificate from Sheridan College.

**2008 - Computer Animation** Post-Graduate Certificate from Sheridan College.

**2007 - Bachelors of Fine Arts (New Media)** from Ryerson University.

REFERENCES AVAILABLE UPON REQUEST

<http://www.asimzaidi.com>