

# Jason McKeeman

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4123 Heather St, Vancouver, BC V5Z 4H1

## Credits

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- ★ The Man of Steel (expected June 2013) – Lead Creature FX TD
- ★ Jack the Giant Killer (expected March 2013) – Creature FX TD
- ★ The Life of Pi (expected December 2012) – Lead Creature FX TD / Rigging TD
- ★ Journey 2: The Mysterious Island (2012) – Lead Creature FX TD
- ★ Escape From Planet Earth (expected February 2013) – Creature Pipeline TD
- ★ Luna, Short Film (2012) – Creature Pipeline TD
- ★ Barbie: Princess Charm School (2011) – Creature Pipeline TD
- ★ Driver, In-Game Cinematics (2010) – Lead Creature FX TD
- ★ Invictus (2009) – Lead Technical Animator / Cloth Pipeline TD
- ★ Barbie in a Fashion Fairytale (2009) – Creature FX TD
- ★ Barbie and the Three Musketeers (2009) – Technical Animator
- ★ Barbie Presents Thumbelina (2009) – Technical Animator
- ★ Barbie in a Christmas Carol (2008) – Technical Animator
- ★ Barbie & The Diamond Castle (2008) – Technical Animator

## Work Experience

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### 04/2011 - Present

#### Lead Creature FX TD, MPC Vancouver

Vancouver, BC  
Full Time

- ★ Cloth & hair setup and simulation (nCloth, Syflex, Furlility)
- ★ Skin fixing, corrective sculpting, fix animation
- ★ Tools development (Python, PyQt, MEL, Maya API)

### 11/2009 – 04/2011

#### Creature FX TD, Rainmaker Entertainment

Vancouver, BC  
Full Time

- ★ Build & test simulation rigs
- ★ nCloth and hair pipeline & tools development
- ★ Simulation & shot finaling

### 04/2009 - 11/2009

#### Technical Animator, CIS Vancouver

Vancouver, BC  
Full Time

- ★ Development of procedural nCloth pipeline for crowds
- ★ Automation of character assembly, nCloth simulation, geometry caching, and delivery of simulated geometry to Houdini pipeline
- ★ Collaboration with other departments to ensure geometry and rigs met production needs

### 04/2008 - 04/2009

#### Technical Animator, Rainmaker Entertainment

Vancouver, BC  
Full Time

- ★ Build & test simulation rigs
- ★ Syflex and XSI Cloth pipeline & tools development
- ★ Simulation & shot finaling

### 09/2007 - 04/2008

#### Teaching Assistant, Vancouver Film School

Vancouver, BC  
Full Time

- ★ Provide support for 3D animation and visual effects instructors
- ★ Assist students with their assignments and final projects
- ★ Provide character rigs (XSI & Maya) to support assignments

### 07/2004 - 08/2006

#### President, Surf and Destroy Corp.

Edmonton, AB  
Self Employed

- ★ Provide web design and development services for entrepreneurs
- ★ Information architecture, usability analysis and consultation

**08/2002 – 08/2004**

**Senior Design Technologist, CodeBaby Corp.**

Edmonton, AB  
Full Time

- ★ Act as liason between art, marketing, QA and development teams
- ★ Train employees and clients to implement CodeBaby productions
- ★ Develop the CodeBaby JavaScript library and implement coding standards
- ★ Implement and maintain Subversion for production assets and train artists
- ★ Design user interfaces for proprietary software
- ★ “Random Autonomous Animation Engine” design using aggregate data

**09/2000 – 08/2002**

**Digital Media Designer, Iomer Internet Solutions**

Edmonton, AB  
Full Time

- ★ Design all web, UI and preprint content
- ★ Develop Flash animations, components, and advertisements
- ★ Integrate and develop HTML layouts
- ★ Rapid prototyping for both online and offline proposals

**10/1999 – 08/2000**

**Web Designer, Strathcom Media**

Edmonton, AB  
Full Time

- ★ Design and develop websites from concept to completion
- ★ Train other designers to use Flash, ActionScript, JavaScript & CSS
- ★ 3d modeling and animation for various images and Flash elements

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**Education**

**08/2006 – 08/2007**

**3D Animation & Visual Effects, Vancouver Film School**

Vancouver, BC  
Full Time

- ★ Completed a 1 year immersive training program
- ★ Focus on animation and rigging

**09/1997 – 06/1999**

**Visual Arts Diploma in Interactive Digital Design,  
Grande Prairie Regional College**

Grande Prairie, AB  
Full Time

- ★ Studied drawing, design, 2D and 3D digital imagery, electronic publishing, music technology, biology, computer science and art history

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**Software Knowledge**

- ★ Experience working in Windows, Mac, Linux and mixed networked environments
- ★ Advanced knowledge of Maya, XSI, Adobe Creative Suite
- ★ Intermediate knowledge of Houdini, Nuke, Shake, mental ray, Renderman/3delight
- ★ Proficient with Python, PyQt, PyMEL, MEL, JavaScript, XHTML/CSS

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**Professional Development**

- ★ “Digital Figure Sculpture” Online Course by Scott Eaton
- ★ “Anatomy for Artists” Online Course by Scott Eaton
- ★ CGSociety: "Character Rigging in Maya", "Mechanical Rigging in Maya" by Todd Widup
- ★ CGSociety: "Technical Direction in XSI with Python" by Raff Fragapane
- ★ VanArts: "Animation Master Class" by Pixar's Andrew Gordon
- ★ FXPHD: Courses in Nuke, Shake, Houdini, Massive and Realflow

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**Awards**

- ★ 2006 Vancouver Film School Roadshow Scholarship Recipient

**References available upon request.**