

Chris Wheeler

c9ine@yahoo.com

2347 Summer Creek Drive #89

Santa Rosa, California 95404

832-878-5464

Experience

Character Technical Director at Image Movers Digital

January 2010 – Present

Develop software using PyQt to manage animation rigs in Maya. Write custom tools to automate the rigging process. Develop prototype character rigs for Yellow Submarine. Fix problematic geometry as a member of the Character Finaling department.

Intern Architect at BRW Architects

December 2005 – December 2009 (4 years)

Provide clients with full architectural services including schematic design, 3d visualization, construction documents, specifications, and construction administration. Completed 6 projects: 2 police stations, 2 libraries, and 2 fire stations.

Graduate Assistant Teacher at Texas A&M University

August 2007 – July 2009 (2 years)

Teaching assistant for the following classes:

VIST 305 - Junior Visualization Science Studio

VIST 406 (twice) - Senior Visualization Science Studio

VIZA 613 - Modeling and Animation Fundamentals

VIZA 615 - Animation and Rigging

VIZA 618 - Facial Animation and Rigging

VIZA 643 – Videography

Graduate Research Assistant at Texas A&M University

January 2008 – May 2008 (5 months)

Research animal motion and the feasibility of tracking and extracting this information for three-dimensional analysis.

Education

Texas A&M University

MS, Visualization Science 2007 – 2009

Texas A&M University

BED, Environmental Design 2003 – 2007 Magna Cum Laude

Minor, Computer Science

Software Proficiency

Maya
3ds Max
Zbrush
Renderman
Mental Ray
Vray
Photoshop
After Effects
Linux/Windows/Mac

Programming Languages

Python
C++
Qt
OpenGL
MEL
RSL

Relevant Courses

Rigging and Animation
Facial Rigging and Animation
Advanced Animation
Physically Based Modeling
Image Synthesis (Ray Tracing)
Data Structures
Computer Architecture
Analysis of Algorithms
Computer Graphics
Programming in Java
Calculus I & II
Discreet Math

Honor Awards

Pixar Aggies Scholarship
M.N. Davidson Scholarship
Phi Theta Kappa