

BENJAMIN KILGORE

CHARACTER ENGINEER

modeling • rigging • animation • technical direction • tools • pipeline • CG leadership

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3D supervisor, specializing in creatures, with 8 years experience in feature animation, film VFX, and commercial VFX. Proven technical and artistic leadership ability, thriving on challenge and the highest level of quality demands. Focus on efficiency, positivity, a direct approach, team coherence, and outstanding results. On time and under budget. Animating with computers for 25 years, since using LOGO on an Apple II in Mrs. Innerfield's third grade class.

Professional Breakdown

Jun 2009 – Present – Furious FX – Character/CG Supervisor/VFX Artist:

Various (VFX Artist, June 2010 - present):

- Shot and character work including bidding, modeling, rigging, pipeline, texturing, animation, FX, lighting, rendering, comp.
- Work on five features (Underworld 4, Beverly Hills Chihuahua 2, Harold and Kumar 3, Five Days of August, The Lincoln Lawyer), filling every artist role as studio needs warranted.

DC Universe Online Trailer (CG Supervisor, January 2010 – June 2010):

- Supervisory/managerial role--nine reports.
- Point client interaction for technical and creative.
- Created and maintained pipeline to interface with the client's existing pipeline.
- Led texturing and shading of 18 characters, 4 sets, props.
- Led lighting of about 50 full-CG shots and effects for about 20 shots.

Furry Vengeance (Character Supervisor, June 2009 – February 2010):

- Supervisory/managerial role--14 reports.
- Point client interaction for animation and characters.
- In 7 months and with no existing assets/pipeline/character artists:
- Assembled and led teams of modelers, surface TDs, fur TDs, riggers, and animators.
- Oversaw standards and technology for the above departments.
- Built, maintained, and documented character pipeline, including procedural rigging pipeline.
- Troubleshoot all of the above, on multiple platforms.
- Delivery of 20 photoreal furred character assets, 50 CG character shots, crowds of up to 75.

Dec 2004 – Aug 2008 - Blue Sky Studios – Senior Character TD:

Ice Age: Dawn of the Dinosaurs (Senior CTD, Oct. 2007 – Aug. 2008):

- Lead role, including pipeline supervision and character supervision.
- Met frequently with CG leads to identify and address studio-wide character needs and issues.
- Created or oversaw the procedural control network for every non-returning rig.
- Assisted with general asset/employee management and development.
- Worked with directors to create standards and handle requests/changes for the CTD department.
- Wrote extensive documentation and training.

Horton Hears a Who (Character TD, Dec. 2005 – Oct. 2007):

- Senior role, including main character lead and Whoville lead.
- Worked with directors and animation leadership to develop key technologies.
- Designed and implemented multiple procedural components used on every character in the film.
- Primary tester and QA for a ground-up procedural rigging system (MEL, python, and perl).
- Mentored and trained new recruits, delegated.
- Closely participated in pipeline development.

Ice Age: The Meltdown (Rigger, Dec. 2004 – Dec. 2005):

- No Maya experience prior to Blue Sky: delivered suite of character rigs within one month of hire, wrote MEL tools within two months of hire.
- Rigged many characters and props.
- Developed character pipeline.

Jul – Dec 2004 - So! Animation - Lead TD:

-CG leadership on several broadcast and in-house projects for a small NYC animation botique. Various production art/technical roles, from writing and concept, all CG roles, to post and editing, including small team leadership.

2002 – 2006: Freelance 3D/animation TD and generalist work for several New York City CG botiques (Soho Digital, Psyop, Massmarket, UVPhactory, Demiurge Unit, Loyal Kaspar).

Technical and Software Skills

- Master knowledge of 3D graphics and animation (Maya, XSI).
- 8+ years scripting experience (MEL, VBScript, Javascript, Actionsript, etc.)
- 20+ years of command line DOS and unix/linux OS experience.
- Journeyman compositing knowledge (Nuke, Shake, After Effects).
- 3D graphics since 1994 (3D studio R2 DOS).

Education

- 2000 AA Liberal Arts, SUNY Empire State College, 4.0 GPA.
- 2004 Computer Animation and Interactive Media BFA, Fashion Institute of Technology, 3.9 GPA.

Non-professional activities

- Can paint and draw photorealistically with several media.
- Conversational Spanish.
- Participant in several not-for-profit animation/VFX productions.
- Illustrator, photographer, model maker, voracious reader and film lover.
- Rock climber, mountaineer, lifelong skier, distance runner, avid international traveler, scuba diver.
- Short film, "Genesis 2.0", featured at Siggraph NYC Metro Computer Animation Festival in 2004.

Personal and professional references available upon request.