JUSTIN PHILLIPS

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Skills

- Scripting is mainly done with python, but I also know MEL and a little of the C language.
- Know software such as Maya, Blender, Unreal Engine 4, Houdini and more.
- Can work well with REZ environments and integrating custom toolset into pipelines.
- Can use 3rd party plugins for softwares such as Ziva, cMuscle, ncloth/nHair.
- Can write custom UI from scratch with QT/Pyside.

Experience

AUGUST 2021 – PRESENT

Rigging Pipeline TD / Digital Dimension, Montreal, QC

I joined Digital Dimension to help transform their rigging pipeline into something more user friendly and more streamlined. I was able to start building a new and improved rig builder that was the least obstructive for the riggers to use.

AUGUST 2019 – AUGUST 2021

Senior Rigger & Rigging Pipeline TD / Tangent Animation, Toronto, ON

Started at Tangent as a senior rigger working on some complex full feature animated rigs. All of the rigs I worked on were on a Netflix project called Maya and the Three. I got to work on both body and facial rigs, both of which were all custom built rigs inside of the Blender software. My last year at Tangent, I worked as the Rigging Pipeline TD to develop auto rig tools and custom toolsets for the rigger to utilize.

APRIL 2016 – AUGUST 2019

Creature TD & CFX Lead / Mr.X Inc., Toronto, ON

I joined Mr.X and worked on high profile rigs for Resident Evil: The Final Chapter, American Gods, Godless, The Shape Of Water, Escape From Mr. Lemoncello's Library, a Geico Commerical, Vikings, and a few others. Here I lead a few teams and took on some challenging rigs and dynamic driven rigs using cloth, muscle and hair. I worked my way up to being the CFX Lead after proving myself with the founder of the company and started managing all things CFX.

Education

JUNE 2014 – FEBRUARY 2016

Bachelor of Computer Science (Animation Program) / Full Sail University, Orlando, FL

The course was an accelerated program on campus. I graduated with a 3.65 GPA and was voted by classmates to receive the Advanced Achievement Award (Honors).