

ALEX GAIDACHEV

Rigger/ PipelineTD

Vancouver, Canada

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Work Experience

ICON Studios - *Rigging TD*

August 2018 – August 2019

Super Monsters, T.O.T.S (Episodic TV Shows)

- Creature/ Prop Rigging and Deformations.
- Rigging workflow tools .
- Facial Rigging.

Method Studios - *Creature Rigging TD*

October 2017 – August 2018

Antman and the Wasp, Christmas Chronicles (Feature Films)

- Modifying creature/ props builder scripts.
- Rigging workflow tools and R&D.
- Creature skinning deformations and skin clusters.
- TechAnim.

Allegiance Studios - *Python Programmer*

June 2017 – October 2017

UI Tool Development (Freelance)

- Developed a conversion tool in pure Python in a Windows environment.
- Converting video to .dpx image sequences with 12-bit depth.
- Converting E.D.L file into multiple C.D.L files and a C.S.V file for the compositing artists.
- Creating a directory structure based on show names contained in the E.D.L file provided.

Artifex Studios - *CreatureTD, PipelineTD*

July 2016 – July 2017

Zoo, Aftermath, Travellers (Episodic TV Shows)

- Wrote a new pipeline to compliment the entire studio's needs.
- Wrote publishing tools for Nuke and Maya artists.
- Wrote asset management tools for Maya and Nuke.
- Wrote Deadline submission tools for Maya rendering.
- Wrote Maya shader importer, exporter for Vray, Arnold and Mental Ray.
- Creature and Vehicular rigging.

Atomic Cartoons - *PipelineTD*

April 2014 – December 2015

Little Charmers, BeatBugs (Episodic TV Shows)

- Wrote asset version tracking and alembic cache management tools for both Maya and Nuke.
- Wrote lighting and rendering setup tool.
- Tools R&D, testing and maintenance.

Rainmaker Entertainment - CreatureTD

May 2013 – December 2013

Barbie (DVD Franchise)

- Rigged bi-pedal creatures and deformations.
- Prop rigging and deformations.

TopixFx - Rigging, MayaTD

October 2012 – March 2013

Telus (Commercial)

- Wrote Maya file management tool.
- Developed a tool for tracking Maya files on the Google Spreadsheet

Rainmaker Entertainment - Junior CreatureTD

January 10 2011 – March 31 2012

Escape from Planet Earth (Feature Film), Luna (Short)

- Rigged 50+ mechanical and organic props.
- Rigged bi-pedal creatures and deformations.
- Rigged land vehicles, aircraft and space vehicles.
- Wrote a tool set that speeds up prop and mechanical rigging.
- Scripted and maintained character rigs in python.
- Rigged environments.

Art Institute of Vancouver - Tutor

January 2011 – October 2011

“Condemned” (Student VFX Film)

February 2011 – July 2012

- Rigged bi-pedal characters, heads and weapons.

“Splik and Blitz” (Deadly Pixel Games)

February 2011 – March 2011

- Rigged game characters.

Skills

Software Skills:

- Maya, Houdini, Ftrack, Shotgun, Linux, Photoshop, Blender

Scripting Skills:

- Python, PyMel, MEL, PyQt4, PySide, C++

Education

Art Rigging Dojo

April 2017 – May 2017

- Facial Rigging 101.
- Maya API.

Art Institute of Vancouver

September 2009 – January 2011

- Diploma for Modeling for Animation & Games program (MAG).
- Digital Imaging, Concept art, Modeling, Rigging, Lighting, Texturing, and Sculpting.

Langara College

Fall 2007 – Spring 2009

- Arts & Science university transfer course work; focus on drawing and fine arts.