

Suzi Little

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- Extensive clothing & hair simulation setup and shot production for film, TV, commercial, and interactive.
- Skills include garment tailoring, grooming, light rigging, scripting, and final animation clean up.
- Pipeline scripting for production, creating tools to increase artist efficiency and pipeline adherence.
- Friendly collaborator with genuine interest in people of differing backgrounds, experience, and expertise
- Forward thinking team-builder who envisions and produces projects from conception to finished product.
- Adaptive thinker, comfortable working along analytical and abstract lines, changing course as needs demand.

Experience

- Plastic Wax** CFX Lead Artist (contract) Oct 2021 – Dec 2021
Undisclosed (NDA prevents listing project)
- Created hero character clothing setups, completed clothing and hair simulations for stylized action shots
 - Developed standalone Maya pipeline for clothing for this show, gave artist feedback and bid out shots for CFX
- Axis Studios** CFX Lead & Artist (contract) Apr 2021 – Jul 2021
League of Legends (2 “Sentinels of Light” shorts), Halo cinematic opening to game
- Guided team of CFX Houdini artists in creating clothing and hair simulations for stylized animated shots
 - Created bids, gave artist feedback, advised & mediated between production and artists, while staying on schedule and meeting artistic goals
 - Addressed Houdini shotwork, finaling with Maya and kept scheduling updated with changing needs of shows.
- Visual Concepts/2K** Technical Artist – Cloth Specialist (staff) Mar 2020 – Jan 2021
World Wrestling Entertainment Game -- WWE2K21
- Developed low poly simulation costumes and hair for superstars and generic wrestlers using Maya and proprietary in-game solver from Yukes Co Ltd.
 - Researched and proved out offline Maya nCloth sim “prop” clothing simulation for use in game.
- Framestore** Simulation Artist (contract) Dec 2019 – Feb 2020
Experian Commercials (3) – “Stampede”, “World”, “Relationship”
- Skin simulation setup for stampeding and otherwise performing cows.
 - Coordinated London office simulations, transferring and ingesting for use in LA office production.
 - Streamlined publishes from animation and cfx for final lighting.
- A52** Senior Rig/Sim Artist (contract) Aug 2019 – Sept 2019
IKEA Commercial – “Stuff Monster”
- Clothing and hair setup and simulation on a “stuff monster” comprised of a variety of IKEA furniture.
- Blizzard Entertainment** Senior Rig/Sim Artist (contract) Feb 2019 – Aug 2019
Cinematic Shorts – World of Warcraft: “Safe Haven”, “The Reckoning” and Overwatch2: “Zero Hour”
- Clothing and hair simulation and geometry clean up on humanoid characters for shot cinematics work.
- Encore Hollywood** Senior CFX Artist (freelance) Apr 2018 – Feb 2019
“Titans”, “Supergirl” – CW Network Live Action TV Series
“Doom Patrol” – DC Universe Streaming Show
- Created hair/fur and cloth setups for human and animal characters used in completing shot work.
 - Created simulation skin setups using cloth, Python scripting for various shot and setup tasks.
- Snap, Inc** VFX / Pipeline Designer (staff) Oct 2017 – Apr 2018
3D Bitmoji Animations – Snapchat App for iPhone and Android
- Created rigging and simulation methods for vast quantity of Bitmoji style chars to work in low budget poly environment.
- MEL/Python scripting for sim setup optimization and artist tools to accelerating texturing work.
- Digital Domain 3.0** Senior CFX Technical Director (contract) Aug 2017 – Oct 2017
“Outlander” – Starz Network Live Action Television Series
- Created cloth and hair simulation rigs for sails, ropes and flags for 18th century sailing ships and used them in shotwork comprised of calm seas and hurricane winds.

- Created and supported cloth costumes for hero and generic characters for use during production.
- Mentored junior members of team with shots, updating costumes and writing tool and pipeline scripts.

Walt Disney Feature Animation **Cloth/Hair Supervisor (staff)** **Oct 2004 - Mar 2007**

Bolt (previously titled "American Dog") – Animated Feature Film

- Managed development team during R & D phase, culminating in a cloth/hair pipeline ready for shot production.
- Advised and monitored progress on studio-wide cloth and hair development projects.
- Worked with software and production teams, shaping Disney's proprietary cloth solver "Fabric" which is now the default cloth solver used at the studio (on films such as "Frozen" and "Tangled").
- Designed "Wedgie," a simulation wedging tool, expanded for use in other studio areas such as FX.

Education

University of California, San Diego – 1991 - 1995

- San Diego Supercomputer Center Internship, Dean's List
- Winner Poster Design for "UCSD Festival of the Arts"

B.A. in Visual Arts (Studio)

2 years Computer Science
Thurgood Marshall College

San Diego Mesa Community College – 1986 - 1991

- Winner "Golden Scissors Award" in Fashion Design, Dean's List

Liberal Arts Studies

Emphasis in Fashion Design

Walt Disney Feature Animation Management Course – 2005

- Effective listening, conflict management, giving feedback
- Overall planning, relationship building and delegation.

Leadership Development

12-week course in
Team Management

Tools

Applications

Maya, Houdini, 3DSMax (up to 2017), Photoshop, Gimp

Cloth Tools

nCloth, Marvelous Designer, Qualoth, Syflex, Maya Classic Cloth

Hair Tools

nHair, Yeti, Xgen, Jig Rendering

Code/Scripting

Python, MEL (Maya Embedded Language), XML, OpenGL, UNIX (tsch)

Teaching

Fullerton College, Fullerton, CA 92832

Instructor

Digital Art Department (DART) hands on classes using Maya and Marvelous Designer software

- Marvelous Designer I: Intro to Cloth Simulation (DART 133F)
- Intro to Character Animation/Rig (DART 151 F)
- Intermediate Maya (DART 106F)

Spring Semester 2021

Spring Semester 2020

Pluralsight.com

Author

Online video tutorial class of roughly 2 hours

- "Creating Costumes for Production in Maya"

Published July 2015

(still active on site)

Awards and Affiliations

Black Sails (Starz Television Show) – Ep XX (2017 Season 2)-and Ep XXIX (2018 Season 3)

- **Visual Effects Society** - Outstanding Supporting Visual Effects in a Photoreal Episode – Winner
- **Primetime Emmy Awards (Television Academy)** - Outstanding Special Visual Effects – Nominee

Kung Fu Panda 2 – 2012 Dreamworks Animated Feature

- **Academy Award** - Best Animated Feature Film of the Year– Nominee
- **Visual Effects Society** - Outstanding Visual Effects in an Animated Feature Motion Picture – Nominee

Cloudy With a Chance of Meatballs – 2009 Sony Pictures Animation Feature Animated Film

- **Visual Effects Society** - Outstanding Effects Animation Animated Feature Motion Picture – Nominee

I Am Legend – 2007 Warner Bros. Live Action Feature Film

- **Visual Effects Society** - Outstanding Visual Effects in an Effects Driven Motion Picture - Winner
- **Television Academy** (Member 2014 – 2017)
- **IATSE Local 839 Animation Guild** (Member 2000 – 2013)
- **ASIFA -- International Animated Film Association** (Member 2009 – 2013)