

- Extensive hair/cloth setup, rig and simulation experience in film, tv, games and AR applications
- Technical expertise with pipeline coding for production, creating tools for artists and efficiency measures
- Friendly collaborator with genuine interest in people of differing backgrounds, experience and expertise.
- Team-builder who envisions and produces projects from conception to final product.
- Adaptive thinker, comfortable working along analytical and abstract lines, changing course as needed.

Education

University of California, San Diego

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

San Diego Mesa Community College

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

Walt Disney Feature Animation

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

B.A. in Visual Arts (Studio)

2 years study Computer Science

Thurgood Marshall College

Liberal Arts Studies

Emphasis in Fashion Design

Leadership Development

12-week course in

Team management

Tools

Applications

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

CFX Specific

nCloth, nHair, Qualoth, Xgen, Yeti, Marvelous Designer, Syflex, Maya Classic Cloth

Code/Scripting

Python, MEL, XML, WIKI, C++, OpenGL, Assembly, Pascal, UNIX, viEditor, tsch

Experience

Encore Hollywood

Senior CFX Artist

Apr 2018 - present

CW – "Titans", "Supergirl" – Live Action TV Series

- Created hair/fur and cloth setups for human and creature characters and used to complete shot work.
- Created simulation skin setups using cloth, did scripting to help with tasks.

Snap, Inc

VFX / Pipeline Designer

Oct 2017 – Apr 2018

Snapchat – 3D Bitmoji Animation Team

- Created rigging and simulation methods to work in low bandwidth, extremely high variation character sims.
- MEL/Python scripting for optimization in doing sim setups and artist tools to accelerating texturing work.

Digital Domain 3.0

Senior CFX Technical Director

Aug 2017 – Oct 2017

Starz – "Outlander" – Live Action TV Series

- For season-end episode, using Maya's nCloth and nHair, I 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.
- Some MEL/Python scripting to create artist tools and some custom glue code for our ship "character" which was outside the normal parameters of Digital Domain's rig building system.

Scanline VFX

Senior CFX Artist

Mar 2017 – Aug 2017

Justice League – Live Action Feature Film

- Hair and cloth setups and simulations for Wonder Woman, Superman & Aquaman using Maya nCloth and nHair.
- Scripting for costume rig creation and installation of rigs for shot work.

Shade VFX

Grooming/Simulation Artist

Jan 2017 – Feb 2017

TNT – "Gods and Monsters" – Live Action TV Pilot

- Grooming and simulation of live action buffalo using XGen for groom and nHair for simulation

FuseFX

Simulation/Rigging Artist

Sep 2016 – Nov 2016

Black Sails Season 4 – Live Action TV Series

- Creation of simulated cloth and hair setup for sails, ropes and flags for 18th century sailing ship.
- Rigging of female human for digital double mocap animation.

Digital Domain 3.0

Senior CFX Artist/Groomer

Jul 2015 – Sep 2016

Beauty and the Beast – Live Action Feature Film

- Simulation of hair, clothing and fur for photoreal Beast and wolves' characters
- Documentation for hair plucking procedures and other tools relevant to the show

X-Men: Apocalypse – Live Action Feature Film

- One-off setups of simulation and rigging for effects cloth (falling tarps with ropes interlaced, flags, various costumed characters) using nCloth and nHair. Carried elements through from set up to shot completion.

Deadpool – Live Action Feature Film

- Character costume and hair simulation for action fight sequences

All I See Is You – Live Action Feature Film

- Hair grooming with proprietary program Samson. Fully groomed a photoreal newborn's hair.

Black Sails Season 3 – Live Action Television Series – 6 episodes

- Simulation and rigging using nCloth and nHair, created simulated sails, flags, anchors and fully rigged sailing ship.
- Created ship rigs and publishing final animation and environment assets for lighting.

Sony Pictures Imageworks

Senior CFX Artist

Dec 2014 – Jul 2015

Hotel Transylvania 2- Animated Feature Film

- Cloth, hair and fur simulation and finaling on shots using nCloth, nHair and Katana.
- Successfully completed work on characters in extreme poses and with greatly accelerated animation.
- Averaged a shot completion of 56% of time bid. Completed an average of 2.5 shots per week.

Digital Domain 3.0

Simulation/Rigging Artist

Sep 2014 – Nov 2014

Black Sails Season 2 – Live Action Television Series- Starz- 4 Episodes

- Simulation and rigging using nCloth and nHair, created simulated sails, flags, anchors and fully rigged sailing ship.
- Created ship rigs and publishing final animation and environment assets for lighting

Reliance Mediaworks

Simulation/Rigging Supervisor

Apr 2014 – Aug 2014

Black Sails Season 2 – Live Action Television Series- Starz - 6 Episodes

- Cloth, hair and rigging for sails, flags and ropes for 18th century sailing ships. Creating realistic windy and calm simulations and furling/unfurling of individual sails. Rigged up rope, pulley and anchor simulations.
- Scripted tools to speed up modeling, rigging and simulation tasks.

Digital Domain

Senior Cloth Simulation Artist

Jul 2013 – Sep 2013

Warner Bros “Shadows of Mordor” Game Trailers, NBA 2K14 Commercial

- Cloth sim of LeBron James' uniform for NBA 2K14 game which cut seamlessly with photoreal footage of LeBron.
- Cloth setup and sim for fantasy medieval-themed game spots; One involved slow-mo, frozen moment action with wind. The other spot had fast fighting animation and quick wind motion.

DreamWorks Animation

Character Effects Artist/Team Lead

Jul 2009 - Jul 2013

Turbo, Kung Fu Panda 2, Megamind – Animated Films

Kung Fu Panda Holiday Special – 1-Hour TV Special

- Established costume pipeline, enabling artists to set up costumes efficiently and within specifications for each show. Provided step-by-step tutorial WIKI pages for artists, detailing required show technical workflow. (Turbo)
- Developed library clothing setups for hero and generic characters used by artists during production.
- Collaborated with software, animation and character rigging departments to facilitate smooth flow of assets through all departments, ensuring efficiency and artistic constancy during production.
- Created individual custom setups and scripted installation systems which could be implemented into shot production, thus saving many hours of artist's time.
- Fostered feedback with production and supervisors to ensure production schedule was followed and exceeded, if possible. Alerted team to possible problems or issues that might impact production.
- Completed over 10% of shots in film resulting in highest individual shot count of team. (Turbo)

Sony Pictures Imageworks

Senior Cloth/Hair Technical Director

Mar 2007 - Jul 2009

I Am Legend, Cloudy With a Chance of Meatballs – Live Action Film, Animated Feature Film

- Developed a generic costume pipeline which created costumes on the fly upon shot creation, thus enabling hundreds of costume variations to be created quickly and within studio and show specification.
- Collaborated heavily with dynamics software engineer to develop Sony's proprietary cloth solver “Tango.” Ensured success of software by testing, suggesting tool improvements and finding ways to simplify workflow.
- Created and supported cloth costumes for hero and generic characters for use during production.
- Helped junior members of team with shots, updating costumes and writing tool and pipeline scripts.

Walt Disney Feature Animation

Cloth/Hair Supervisor

Oct 2004 - Mar 2007

Bolt (previously titled “American Dog”) – Animated Feature Film

- Managed cloth/hair development team during R & D phase resulting in pipeline for setup and shot production.
- Advised and monitored progress on studio-wide cloth and hair development projects.
- Created methodology for publishing of costume products with Disney's system and oversaw its implementation.

- Worked with software and other production teams to shape Disney's proprietary cloth solver "Fabric" which is now the default cloth solver used at the studio (on films such as "Frozen" and "Tangled").
- Collaborated with Director and Art Director, to define the character and animation of costumes and hairstyles.
- Designed "Wedgie," a simulation wedging tool, expanded for use in other studio areas such as FX.

NOTE: Previous job history viewable on www.linkedin.com/in/suzilittle