

ROSE IBIAMA Character Simulation TD

www.shadergirl.com . rose@shadergirl.com . (616) 780-2034 . [linkedin.com/in/roseibiama](https://www.linkedin.com/in/roseibiama)

SKILLS & PROFICIENCIES

Tools/Programming | Houdini, Hscript, VEX, Maya, Qualoth, Vellum, Xgen, Ncloth, Unreal Engine, Python

Skills | Character Cloth & Hair development, Simulation Rigging Setup, Shot Work, Troubleshooting and Debugging, Communication, Teamwork, Time management, Prioritization of Tasks, Cross Departmental Collaboration, Scripting, Documentation, Quick Learning and Procedural Workflow Integration.

WORK EXPERIENCE

DreamWorks Animation | Glendale, California | **Character Effects TD**

[Trolls World Tour, Abominable, The Boss Baby: Family Business, Bad Buys, Trolls Band Together, Kung Fu Panda 4, Ruby Gillman Teenage Kraken, The Wild Robot]

Oct 2018 -Present

[The Boss baby]

Apr 2016 - Aug 2016

[Megamind - Button of Doom, Madagascar 3: Europe's Most Wanted]

Oct 2010 - Apr 2012

- Created custom sequence houdini wind setups for characters on Abominable.
- Responsible for running cloth and hair simulations on all assigned production shots.
- Developed crowds cloth setup and general technical animation on crowds assets.
- Setup custom houdini hair dynamics setup for characters on Trolls Band Together.
- Created custom cloth and rope setups for multiple assets on Madagascar 3.

Walt Disney Animation Studios | Burbank, California | **Character Technical Director**

[Ralph Breaks the Internet]

Mar 2018 - Aug 2018

[Frozen, FEAST, Big Hero 6]

Mar 2013 - Sept 2014

- Created and ran hair and cloth simulations on assigned production shots.
- Character asset polishing, sculpting, and cleanup with a variety of deformer tools.

Method Studios | Santa Monica, California | **Technical Animator**

[Avengers:Infinity War]

Oct 2017 - Mar 2018

- Running cloth and Xgen fur sims on characters in shot work.
- Cleanup and general technical animation work.

Luma Pictures | Santa Monica, California | **Cloth Artist**

[Black Panther, Thor:Ragnarok, Spider-Man: Homecoming]

Feb 2017 - Sept 2017

- Setup cloth development and simulation for Nakia's dress on Black Panther.
- Ran and setup muscle and skin simulation on a Bear character.
- Developed a setup for Spiderman's parachute and villain leather jacket on Spiderman:Homecoming.

Electric Theatre | Santa Monica, California | **CG Artist**

[Marmot - SuperBowl Commercial]

Nov 2015 - Feb 2016

- Created houdini cloth setup and simulation for marmot company jacket garment.
- Responsible for all production shots, technical animation and fur/cloth simulation.

Digital Domain | Playa Vista, California | **Character Effects TD**

[*Lara Croft Tomb Raider - Aim Higher (Game Trailer), Black Sails 3*]

May 2015 - Sept 2015

- Developed and simulated sails and ropes on Black Sails 3.
- Created and fixed character rigs for Lara Croft Game simulation.
- Performed general shot work on all production shots.

Blue Sky Studios | Santa Monica, CA | **Character Simulation Technical Director**

[*EPIC*]

Oct 2012 - Mar 2013

- Responsible for running cloth, hair and rope simulations on shots.
- Implemented all character polishing/cleaning in shot production.
- Created character rigs for bird reins and wrote a scripts to propagate the setup into the production pipeline.

LEADERSHIP/COMMUNITY SERVICE

- Lead the LGBTQI employee resource group (ERG) - planning speaker series, workshops, events and the first ever queer festival.
- Speaker at the DreamWorks Summer Series for early careers.
- 4 time intern mentor for the DreamWorks intern mentorship program.
- Performed as a speaker at the early careers visit with students at the Burbank High School.

EDUCATION

Masters of Fine Arts | Visual Effects
Savannah College of Art and Design | May 2010

Bachelor of Arts | Computer Science
Calvin University | May 2005