Guy Wolfus
Technical Animator / Tools & Pipeline TD

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Education

IAC – Israeli Animation College, Tel Aviv, Israel... **April 14' - April 16'**
- Diploma in CG Arts.

Experience:

Pipeline Technical Director, Katatonik Team, Los Angeles, CA, USA......... **Mar 22' - Jul 22'**
- Pipeline Technical Director and Rigger on the NFT project Katatonik by creative directors Liron Topaz and JP Sans (from DreamWorks Studios), successfully minted in July 2022.
- Developed automation tools that allowed us to generate a database of unique images with different accessories and properties.
- Database import tools supported the generation of the assets in Maya and Nuke.

Technical Animator, Larian Studios, Québec City, QC, Canada...................................... **May 19' - Dec 20'**
- Part of a small Tech-Animation team on the development of *Baldur's Gate 3*.
- Developed tools in Python that served several departments such as animation retargeting, facial rigging modules, model checkers, server integrations, code utilities and more.
- Developed in-game systems using Larian's in-engine animation states tool (equivalent to Blueprints in Unreal, or State Machines in Unity) such as locomotion for climbable objects and complex prop mechanisms.
- Rigged and occasionally animated a wide variety of assets, from main characters and creatures to environments and props.

Rigging Supervisor, "Black Slide" Short Film, Tel-Aviv, Israel... **Feb 20' - Mar 21'**
- Rigging Supervisor for all the character rigs on the award winning short film by director Uri Lotan, produced by The Hive Studio and successfully funded on Kickstarter.
- The film has won several international festival awards such as "Best Short Film" at the British Animation Awards 22' and winner for best Animated at Indy Shorts International 22'.
- Developed the rigging pipeline in a way that streamlined rebuilding and allowed iterating over the rigs and models.

Co-Founder & Technical Director, CookieByte Entertainment, Tel-Aviv, Israel.......................... **Oct 15' - May 19'**
- Co-founder of the indie game studio that developed *Fort Triumph*, which was fully funded on Kickstarter and released on Steam.
- Supervised, tested, tweaked and reshaped the game's mechanics and balance.
- Developed tools and scripts that supported the pipeline and sped up the team's work.
- Managed the 3D pipeline and import of assets into Unity.

Intermediate Rigger, Snowball Studios, Tel-Aviv, Israel... **Oct 17' - April 18'**
- Created assets for Disney's *Muppet Babies* show, *Star Darlings* web series and Matel's Barbie *Dreamtopia.*
- Worked in a team to produce and maintain characters, props and set rigs.
- Troubleshot pipeline issues, e.g. errors caused by alembic cache import.
- Created robust yet fast character rigs, which optimized scenes with multiple characters and allowed a faster and more efficient workflow (e.g. automatically turning off unused skinClusters).
- Created sets and props which included nCloth and other dynamics driven rigs.

Academic Computer Animation Tutor, IAC – Israeli Animation College, Tel-Aviv, Israel........... **Dec 16' - Jan 18'**
- Tutored students in all aspects of animation and Adobe Software.
- Guided and supported students throughout the creation of projects and short films.
- Lab Monitor – Assisted students in solving technical issues.

Skills:

Software:
- Proficient in Python, PySide2/Ot, Autodesk Maya, Unity, GDScript/Godot and Git workflows.
- Basic Knowledge in Unreal, Lua, C#, JavaScript and Rust.

Languages:
- Fluent in English and Hebrew.