

Guy Wolfus

Technical Artist / Tools & Pipeline TD

1151 Sonora Ave, Glendale, CA, USA 91201, (cell) +1 818-238-7481 guywolfus@gmail.com,
www.guywolfus.com

Education	IAC – Israeli Animation College, Tel Aviv, Israel..... <ul style="list-style-type: none">Diploma in CG Arts.	April 14' - April 16'
Experience:	Pipeline Technical Director, Katatonik Team, Los Angeles, CA, USA..... <ul style="list-style-type: none">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.	Mar 22' - Jul 22'
	Technical Animator, Larian Studios, Québec City, QC, Canada..... <ul style="list-style-type: none">Part of a small Tech-Animation team on the development of <i>Baldur's Gate 3</i>.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.	May 19' - Dec 20'
	Rigging Supervisor, "Black Slide" Short Film, Tel-Aviv, Israel..... <ul style="list-style-type: none">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.	Feb 20' - Mar 21'
	Co-Founder & Technical Director, CookieByte Entertainment, Tel-Aviv, Israel..... <ul style="list-style-type: none">Co-founder of the indie game studio that developed <i>Fort Triumph</i>, 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.	Oct 15' - May 19'
	Intermediate Rigger, Snowball Studios, Tel-Aviv, Israel..... <ul style="list-style-type: none">Created assets for Disney's <i>Muppet Babies</i> show, <i>Star Darlings</i> web series and Matel's Barbie <i>Dreamtopia</i>.Worked in a team to produce and maintain characters, props and set rigs.Troubleshoot 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.	Oct 17' - April 18'
	Academic Computer Animation Tutor, IAC – Israeli Animation College, Tel-Aviv, Israel..... <ul style="list-style-type: none">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.	Dec 16' - Jan 18'

Skills:

Software:

- Proficient in Autodesk Maya, Python, PySide2/Ot, Unity and Git workflows.
- Basic Knowledge in OpenMaya, Autodesk 3DS Max, C#, JavaScript.

Languages:

- Fluent in English and Hebrew.