

Guy Wolfus

Technical Animator / Tools & Pipeline Developer

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Education

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

Experience:

Maya Technical Director, “David” Feature Film, Sunrise Animation Studios, Remote..... Mar 24' - Present

- Part of the Tech & Pipeline department working on the feature film "David".
- In this role I designed and developed tools for our artists' needs, full stack development in Python. Includes PyQT, USD, integrating with several DCCs in the pipeline such as Maya, Houdini and Nuke, as well as interacting with other applications such as Shotgrid and RoyalRender.
- Maya scenes troubleshooting and debugging.

Character Rigger, “Project Dragon”, Funkeyz Animation Studio, Remote..... Nov 23' - Jan 24'

- Riggered characters and creatures in a cartoony style for “Project Dragon” that was developed in Unreal Engine by Phoenix Labs.

Pipeline Technical Director, “Jam & Re”, The Hive Studio, Remote..... Oct 22' - May 23'

- Worked on a proof of concept for a kids animated show named "Jam & Re". My responsibilities on the project included pipeline engineering, animation technical direction, rigging and troubleshooting.
- "Jam & Re" was presented at the Annecy film festival in 2023.

Pipeline Technical Director, Neko Productions & Katatonik Team, Los Angeles, CA, USA..... Apr 21' - 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, “Baldur’s Gate 3”, 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.
- Riggered and occasionally animated a wide variety of assets, from main characters and creatures to environments and props.

Rigging Supervisor, “Black Slide” Short Film, The Hive Studio, Remote..... 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.

- 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.

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.