Russell Lloyd

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Professional Experience

Framestore *(Jan 2012 - Present)*

Creature FX Lead

Responsibilities: Simplify work flow by working with team members and riggers to redevelop simRigs; Define artist workflow for delivering sims which cross multiple shots by working closely with pipeline to develop tools; Tether sims; Artist feedback and supervision; Shot bidding and assignments

Software: Maya, Python

Projects:
Gravity (2013)

Creature FX TD

Responsibilities: Develop simRigs and sim process for trouser sims/rig shapes; Develop simRigs and workflow for simming seatbelts; Direct fellow team members in generating seatbelt library sims

Projects:
47 Ronin (2013)

Crowd TD

Responsibilities: Motion capture actor and data processing, Massive agent building, Massive pipeline tool development, Maya to Massive tool development

Software: Maya, Massive, Motion Builder, Python

Projects:
Closed Circuit (2013)

Cinesite *(Feb 2011 - Nov 2011)*

FX TD

Responsibilities: Digi-double cloth sims; ship flag sims

Software: Maya, Python

Projects:
John Carter (2012)

Hydraulx *(Feb 2010 - Feb 2011)*

Massive/Cloth TD

Responsibilities: Massive crowd simulation; Agent brain development; Mocap editing for Massive; Massive pipeline development; Cloth simulation; Ropes simulation; Rigid body simulation; Production scripts

Software: Maya 2008, Massive, MotionBuilder, nCloth, Maya Hair, Maya Rigid Bodies, Syflex, MEL, Python

Projects:
A Team (2010)
Skyline (2010)
Gulliver's Travels (2010)
Take Shelter (2011)

Rhythm & Hues Studios *(June 2007 - October 2009)*

Technical Animator TD

Responsibilities: Cloth simulation, Fur/hair simulation, Character work, Department production scripts

Software Used: Voodoo, Parsley Script, Linux

Projects:
Alvin & The Chipmunks (2007)
The Incredible Hulk (2008)
Cirque du Freak: The Vampire's Assistant (2009)
Aliens In the Attic (2009) (un-credited)
Alvin & The Chipmunks: The Squeakquel (2009)

Crowd TD

Responsibilities: Crowd simulation, Crowd effects simulation (cloth sims etc.), Assisted with crowd pipeline development

Software Used: Massive, Voodoo, Python

Projects:
Night at the Museum: Battle of the Smithsonian (2009)
Land of the Lost (2009)

Additional Software Experience:

Operating Systems
Windows, Linux

Production Software
PRMan, Shake, Premiere Pro, Combustion, Audition, Cubase

Education:

BFA in Animation
Brigham Young University   *Graduated April 2007*

Hobbies and Interests:

Singing	Song Writing	Writing	Ultimate Frisbee
Guitar	Sound Engineering	Ice Skating	Bike Riding

Additional:

AV Producer - One Heart Many Hands LA, Fall 2010 Concert
AV/Internet Director - California State Young Single Adult Conference
Sound Designer - "You're a Good Man, Charlie Brown
German Translator - Lyrics & Narration for Jenny Phillips (Song Writer)
Boy Scouts of America - Eagle Scout