

# ROSE IBIAMA Character Simulation TD

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## SKILLS & PROFICIENCIES

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

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### **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.
- 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**

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- 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**

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

Bachelor of Arts | Computer Science  
Calvin University | May 2005