

Trevor Sommer

Character Technical Director

www.trevorsommer.com

778.316.3970

trevor@trevorsommer.com

Work Experience

Character FX Artist **Sony Pictures ImageWorks** (Feb 15 – present)

Smurfs The Lost Village, The Angry Birds Movie

- Created cloth/hair simulation setups
- Created grooms for characters and environments
- Created custom tools and improvements for studios existing toolsets and pipeline
- Received Applause Award for outstanding performance *The Angry Birds Movie*

Technical Animator **Rhythm and Hues Studios** (Dec 08 - Nov09, Sep10 - Apr 12)

Snow White and the Huntsman, Alvin and the Chipmunks:3, Hop, Yogi, Mr. Popper's Penguins, Red Riding Hood, Alvin and the Chipmunks: 2, Aliens in the Attic, Night at the Museum: Battle of the Smithsonian

- Created rigs for cloth/hair/fur/muscles/skin slide simulations
- Responsible for creating custom rig/shot solutions for many one-off shots
- Created custom tools using proprietary scripting language
- Mentored new employee's on proprietary software

Character Rigger **3d Central Animation** (Oct 07 – Oct 08)

Various commercial projects

- Rigged high and low poly creatures for commercial shorts and real-time engines
- Created particle effects for water sequences

Rigger **Short Films** (2008 - 2009)

Be Mine, Devils Angels and Dating, Go Skate, Ride

- Created animation rigs for creatures, character, and props
- Created Mel based animation/rigging tools
- Help designed productions pipelines and troubleshoot technical issues

Software

Maya, Katana, Adobe Photoshop, Gimp, Shave and Haircut, Mari, Zbrush, Linux OS, Adobe After Effects, Unreal Engine, Source SDK

Coding Proficiency

Python(PyQT/PySide), MEL, C++, Maya API, Flash action script, UnrealScript, Ruby, Open GL

Skills

Animation/Dynamic Rigging, Cloth Setup/Simulation, Muscle Setup/Simulation, Hair Grooming/Setup/Simulation, Creating Animation/Rigging/Pipeline Tools, Modeling, UV Layout, Rigid Body Dynamics, Particles

Education

The Art Institute of Portland, Portland, OR. (2005-2008)
Bachelor of Science: Game Art and Design