

Chad Vernon

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SUMMARY

Computer graphics and pipeline programmer with over 10 years of experience in 3d tools, technical art, feature animation/visual effects production pipeline development, and interfacing with teams of artists and engineers.

EMPLOYMENT

Character Technical Artist **Jan 2018 – Present**

Oculus VR

- Building next generation technology and experiences centered around Virtual Humans.

Character Technical Director **October 2015 – Jan 2018**

Visceral Games, Electronic Arts

- Rigged and integrated character assets into the Frostbite game engine utilizing various proprietary technologies such as real-time cloth and runtime animation evaluation.
- Implement character deformation and animation features into the Frostbite game engine and animation software.

Director of R&D/Co-Founder **March 2012 – February 2016**

Creature Art and Mechanics

- Enabled the completion of multi-million dollar creative projects by designing and developing the studio pipeline for software and creative development.
- Created the technical foundation of photo real digital humans that perform at nationally televised events using C++, Python, the Maya API, OpenGL, CGFX, Qt, PySide, and OpenCL.
- Prevented pipeline chaos by creating a production and asset management system using Python, CMake, Jenkins and various web technologies including Django, Javascript, JQuery, HTML, CSS, Twitter Bootstrap, and RabbitMQ.
- Lead a team of developers and interfaced with artists to ensure the studio R&D efforts align with the studio creative goals.

Rigging Pipeline Technical Director **November 2010 – March 2012**

Digital Domain

- Developed facial deformation and animation systems using C++, Python, PyQt, and the Maya API resulting in procedurally generated hero-level facial rigs.
- Worked with R&D, modeling, and animation departments to deliver a topology-independent facial performance/solving/animation pipeline.

Character Setup Technical Director **October 2007 – October 2010**

ImageMovers Digital

- Developed animation, rigging, and finaling tools using C++, the Maya API, Python, and MEL.
- Rigged several character assets and helped define the FACS-based facial rigging pipeline to ensure high-quality deformations driven by motion capture and animation.

EDUCATION

Ex'pression College for Digital Arts **2005 – 2007**

B.A.S. in Animation and Visual Effects - Valedictorian

University of California, Santa Barbara **2001 – 2005**

B.S. in Computer Science - Dean's List, Engineering Honors Program