

Jakub Krompolc

Resume, Curriculum Vitae

Career Objective: Character TD

Enhance the quality of believable cg characters of any style by understanding anatomy in motion, utilizing available cgi techniques and tool development.

Work Experience:

2010 – present Creature TD – Double Negative

Making rigs and development of tools and custom setups

John Carter Of Mars

(movie, director Andrew Stanton)

NDA until movie release

2009 – 2010 Senior Rigging TD – Moving Picture Company

Making rigs and development of tools and custom setups

Harry Potter and the Deathly Hallows: Part I

(movie, director David Yates)

NDA until movie release

Percy Jackson

(movie, director Chris Columbus)

Centaur deformations, puppet updates and cg cow

Kerry LowLow

(commercial, director dom&nic)

Mouse rig, mainly deformations, facial control tweaks

Clash Of Titans

(movie, director Louis Leterrier)

rigging Pegasus (not wings), Calibus transformation

Night At The Museum 2

(movie, director Shawn Levy)

animal control rigs

Prince Of Persia

(movie, director Mike Newell)

NDA until movie release

Surrogates

(movie, vfx sup Mark Stetson, director Jonathan Mostow,)

Robot rigging

2006 – 2008 Character TD – Moving Picture Company

Dance Flick

(movie, vfx sup Uel Hormann, directors Wayens Brothers)

Rigging/skinning baby and dancer characters

Harry Potter and the Half-Blood Prince

(movie, vfx sup Tim Burke, director David Yates)

Rigging quidditch game digital doubles

Chronicles of Narnia: Prince Caspian

(movie, vfx sups Wendy Rogers & Dean Wright, director Andrew Adamson)

Rigging trees and roots for the final battle. Centaur animation rigs.

10,000 B.C.

(movie, vfx sup Karen E. Goulekas , director Roland Emmerich)

Mammoth harness rigs

2005 – 2006 Rigger - Axis Animation

Designing and creating rigs, supporting animators, creating tools, setting up animation pipeline, Maya TD

Cheerios (cg commercial)

Rigging 4 kid characters

Thrillville (Lucas Arts, cinematic)

Rigging mad scientist, simulation of liquid (RealFlow)

Sega Rally (Sega, cinematic)

Created all car rigs

Look4Property (cg commercial)

Rigging crab character

Soccer Rocks (MTV, pitch for animated series)

Creating 2 cartoony rigs

Character pipeline development

new standard human rig, asset naming conventions

Codehunters (MTV, short animated film, directed by Ben Hibon)

Rigging most of the characters.

Winner of Best Animation Short, Imagina, Monaco, 2007. Shown at Siggraph Electronic Theater 2007.

2005 Rigger - Glasgow Animation

Sir Billi (3d animated feature)

Facial and body rigging. Bit of character modeling.

2004-2005 Rigger - freelance

Trona (Sony, animated series, 24 episodes) – Sliced Bread Animation

Rigged five stylized characters for Sony website. Making simple tools and synoptic UI for selection and making keys.

Zubr Shooting Range (laser game for Zubr beer brand, animated sequences)

Rigging skeleton-zombie character with limbs being able to grow back after getting shot off.

SKURK (KMFDM music video)

4:30 min 3d animated music video (including story and character design). Selected by 6 international animation festivals like Anima Mundi, HAFF, Zagreb etc.

1999 – 2003 3D Generalist, Compositor, Flash website artist

1994 – 1998 various student projects (3d animation)

Tools:

2006 – 2010 Moving Picture Company

Muscle Saver

This system automatically collects setup information from the muscle rig scene as a project and is able to recreate this rig on a character with different proportions within minutes. Used mainly for realistic digital doubles. Made with MEL, python and XML format.

Skills:

Software :

- Maya (since 2001)
- Maya API (beginner)
- Others with different experience (Photoshop, Gimp, After Effects, 3ds max, etc.)

Programming:

- MEL (very good)
- Python (medium, Pymel experience)
- plugins for Maya (beginner, no production experience, C++ and python)

Technical:

- Rigging, skinning, muscles
- Procedural rigging
- Tools for riggers and animators
- Animation pipeline knowledge
- General use of dynamic simulations (dynamic curves, rigid/soft bodies, particles)

Artistic:

- Life drawing experience with focus on anatomy (university classes and in MPC)
- Illustration, free drawing, sculpting

Operating Systems:

- Windows
- Linux

Education:

1997 – 2003 Master of Fine Arts degree (animation) Thomas Bata University, Czech Republic
1992 – 1996 Highschool Gymnasium P.Bezruce F-M (biology, math, physics etc.), Czech Republic

Languages:

- Czech
- English

Websites:

www.jakubkrompolc.net
www.linkedin.com