

20318 NW Colonnade Dr.  
Hillsboro, OR 97124  
(619) 861-5556 | cgsetup.com

## Lyndsey K. Horton

lyndsey@cgsetup.com

**Objective** Through my technical talents and excelled ability to work within a team-driven environment, I want to further develop my skills, not only as a technical artist, but as a future leader for producing amazing and innovative computer animation.

### Work Experience

**LAIKA** – Hillsboro, OR July 2010 – Present

#### **CG Rigger {Rapid Prototype Dept}**

- Setup and maintained dynamic facial rigging systems on numerous lead characters for a stop-motion feature film
- Layered facial systems incorporates cluster driven joint constrained to a muscle system (Maya)
- Collaborative work environment that required constant communication from beginning to end of asset life cycle
- Worked within tedious real world precision and limitations as animations created from rigs were printed in 3D
- Based in MEL scripted rigging pipeline/environment
- Established and scripted quick body (biped) rigging pipeline for fast turn-around to development
- Evaluate rapid prototype prints, troubleshoot errors, and execute fixes within rigs for overall or specific solutions.

*Projects: ParaNorman (08-17-2012 release)*

**CafeFX** – Santa Maria, CA Dec. 2008 – Feb. 2010

#### **Rigging Technical Director**

- Responsible for character/prop rig creation and maintenance
- Adapted script based rig builds (MEL) to adjust for unique characters
- Developed pipeline tools (MEL and Python):
  - Sanity checks for publishing assets
  - Version checking and HUD for Lighting/Cloth/Animation
  - Stereo3D camera rig attribute additions
- Provided constant technical support to animation department
- Assisted with rigging and ran simulations for cloth assets

*Projects: Alice in Wonderland, G-Force Promos, G.I. Joe, Harry Potter Attraction Ride*

**Pendulum Studios** – San Diego, CA Feb. 2008 – Dec.2008

#### **3D Technical Director**

- Created character/prop rigs and intuitive control systems
- Developed Save/Open pipeline tool that streamlined asset hand-off (Python)
- Provided rigs that could integrate key frame and mocap animation
- Created/Texture/Light Unreal level for GDC presentation

- Worked closely with Animation Department to provide technical support
- Performed cloth simulations for numerous shots

*Projects: Red Faction: Guerrilla cinematics, Golden Axe: Beast Rider cinematics*

**Technical Skills**

**Software:** Maya, 3D Studio Max, Unreal Engine, Photoshop, Illustrator, Fusion, Shake, After Effects, Final Cut Pro  
**Languages:** MEL, Python, C/C++, HTML, Java, PHP

**Education**

**Full Sail University**  
Winter Park, FL  
Bachelors of Science in Computer Animation  
December 2007

**Florida Southern College**

Bachelors of Science in Computer Science  
April 2005

Lakeland, FL

**References**

Available Upon Request