

Contact

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www.linkedin.com/in/tdsol

(LinkedIn)

www.infinitosol.com/ (Portfolio)

www.imdb.com/name/nm9943642/

(Other)

Top Skills

Rigging

Maya

Python

Languages

Korean (Native or Bilingual)

English (Professional Working)

Solhee Ryu

Character TD Apprentice at Walt Disney Animation Studios

Greater Los Angeles Area

Summary

Rigging - 3D Character(Biped, Quadruped, Props, Facial rig), Tool development

Cloth and hair simulation in Maya

Animation - 2D & 3D animation

Creating diverse style of rigging in Maya with strong anatomy knowledge and good eye for modeling and animation. Having a strong passion of programming knowledge in Python and MEL.

Programing

- Python
- PyQt
- MEL
- HTML
- PHP

Specialties:

- Maya
- 3D Max
- Zbrush
- Unity
- Adobe After effect
- Premiere Pro
- Photoshop
- Illustrator
- Flash professional
- Dreamweaver
- Microsoft Excel
- Microsoft Powerpoint
- Microsoft Database

Experience

Walt Disney Animation Studios

5 months

Character TD Apprentice

April 2020 - Present (2 months)

Burbank, California, United States

Character TD Trainee

January 2020 - April 2020 (4 months)

Burbank

Blur Studio

CFX artist

November 2019 - January 2020 (3 months)

Greater Los Angeles Area

Psyop

Character TD

August 2019 - November 2019 (4 months)

Venice, California

- Rigged cartoon character's face and body and props
- Setup cloth sim, simulated cloth and clean up shots
- Worked on Super cell rush, Clash of clans trailer and Aldi Christmas show.

Blizzard Entertainment

Rigging and simulation Artist

February 2019 - August 2019 (7 months)

Irvine, California

- Rigging characters and props and simulating hair and cloth in cinematic team

Academy of Art University

Student Mentor

February 2019 - May 2019 (4 months)

San Francisco Bay Area

- A mentor to teach character rigging for master's thesis

Method Studios

9 months

Technical Animator

June 2018 - August 2018 (3 months)

Vancouver, British Columbia, Canada

Aquaman

- Character hair and cloth simulation in underwater environments

The Christmas Chronicles

- Character fur, muscle and cloth simulation

Character Rigger

December 2017 - May 2018 (6 months)

Vancouver, British Columbia, Canada

Fantastic Beasts: The Crimes of Grindelwald

- Building and scripting rigs for characters and props

SOBA production

Cloth Simulation Artist

February 2017 - April 2018 (1 year 3 months)

- Simulated clothing and clean up individual shots

- Setup garment that embody the aesthetic and technical properties

www.sondershortfilm.com

Naughty Dog

Character Skinning Artist

March 2017 - October 2017 (8 months)

Santa monica

Uncharted : The Lost Legacy | Last of Us 2 Trailer #2

- Skinning the character bodies and faces

- Simulate garments on individual character

- Find solutions to technical problems relate to animation

AAU StudioX

Character Rigger

June 2015 - September 2016 (1 year 4 months)

San Francisco Bay Area

Green Computer Art Academy

Lecturer

November 2011 - June 2013 (1 year 8 months)

Jongro-gu, Seoul, Korea

- Taught web design

-Mentored more than 20 students per class

Education

Academy of Art University

Master's Degree, Rigging, Computer Language, 3D Animation, Interactive Technology · (2013 - 2016)

Namseoul University

Bachelor's Degree, 2D Animation, Web design, Interactive Technology, Video Graphics and Special Effects · (2006 - 2011)