

# Christopher **CROUZET**

Character TD  
Developer



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## Intro

Being demanding with myself and driven by a desire to push forward, I not only deliver challenging tasks on time but I'm also proactive in always trying to step up my game in anything I do and in bringing new ideas to the table.

Labelling me solely as a tech-savvy person would be missing part of the picture. I do have sensitivity for beautiful visuals, an eye for composition, and perfectionism makes me a freak of details.

I strive in work environments where good team spirit, collaboration, communication, support, trust, and open mindedness are paramount.

## Skills



### **CHARACTER RIGGING**

I specialise in building puppet rigs for animators and do so entirely through programming. Combined with modularity, this helps me to efficiently deliver and maintain a multitude of rigs.

*Tools: Maya, Softimage*



### **FX**

Fascinated by all natural phenomena and excited by the prospect of using both my technical and artistic sides, I have started exploring the realm of CG generated effects.

*Tools: Houdini, Nuke*



### **SOFTWARE DEV**

A growing interest for over 10 years. I've written all sort of libraries, workflows, and tools in all sort of languages. Some of my code is publicly available in the open-source domain.

*Tools: C, C++, Python, JavaScript, PHP, SQL, Bash, Git*



### **PHOTOGRAPHY**

Casually shooting photographs, preferably with my Hasselblad 500 C/M and XPan film cameras. I'm also comfortable with digital cameras and post-processing.

*Tools: Darktable*

# Experience

May 2013 - present

📍 *Around the World*

## SENIOR GLOBE TROTTER

I have been travelling through Europe, Latin America, and am currently in Asia. It's been a great opportunity for me to learn about new cultures and further develop my skills during my spare time.

Oct 2010 - Apr 2013  
(2 years 7 months)

📍 *Wellington, New Zealand*

## CREATURE TD

at *Weta Digital*

After working closely with the animation team to outline the specs for a new bird rig, I implemented a modular rig builder to help me delivering all the bird assets (falcon, eagles, sparrows) and others such as the hedgehogs.

*Projects: The Hobbit: An Unexpected Journey (2012), The Adventures of Tintin (2011), X-Men: First Class (2011)*

Feb 2009 - Jun 2010  
(1 year 5 months)

📍 *Sydney, Australia*

## LEAD CHARACTER TD

at *Animal Logic*

I created a facial rig driven by deformers for two realistic, human-like, talking animals, built a biped rig for the needs of a crowd of orcs, and did some other rigging and tools development work.

*Projects: Sucker Punch (2011), Legend of the Guardians: The Owls of Ga'Hoole (2010), pitch for an undisclosed project*

Nov 2008 - Jan 2009  
(3 months)

📍 *Marseille, France*

## CHARACTER TD

at *Action Synthèse*

With the pipeline and assets mostly in place from our work on the previous season, I helped to update a few rigs and developed some extra tools.

*Projects: The Magic Roundabout S02 (2010)*

Mar 2008 - Jun 2008  
(4 months)

📍 *Paris, France*

## CHARACTER TD

at *Ellipsanime*

The project containing all sort of quadruped animals, I was in charge of building a generic quadruped rig to be deployed by the rigging team.

*Projects: The Garfield Show S01 (2008)*

Jun 2005 - Feb 2008  
(2 years 9 months)

📍 *Marseille, France*

## CHARACTER TD

at *Action Synthèse*

While I mostly focused on delivering props for the TV serie, I also created the body and facial rigs for main character and developed tools.

*Projects: The Magic Roundabout S01 (2008), pitch for The Wizard of Oz, pitch for Asterix, pitch for The Stupid Invaders*