

Rupert Morris

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<http://www.stimuli.ca/>

Skills

- Five years professional experience.
- Solid background in traditional, contemporary and new media arts; BFA in Media Arts; Diploma in 3D Animation
- Extensive knowledge of 3D animation, production and compositing, including Maya, MEL scripting, ZBrush, Mudbox, Photoshop, Photoshop scripting via Javascript, Nuke, SoftImage XSI, After Effects, Premiere, others.
- Thorough knowledge of current-generation (XBox 360, PS3) game production pipeline and workflow, particularly in modeling, texturing/shading, lighting and rendering.
- Outstanding communication skills; proven teaching and supervisory skills, and ability to discuss complex technical ideas in simple terms.
- Sound ability to effectively resolve job challenges, from troubleshooting to focused problem solving.
- Ability to work as part of a team, or independently with little or no supervision.
- Strong ability to meet deadlines and to meet or exceed expected rates of production and quality.

Profile

- Creative, driven, 3D industry professional who enjoys challenges, developing high quality products and working in a fast paced, bleeding edge work environment.
- Keen interest in gaming industry news, bleeding edge software, honing and expanding skill set.
- Generalist, outstanding skill level in all 3D disciplines (modeling, texturing/UVs, lighting, rendering, rigging, weighting, animating, particles, fluids, etc).
- Down to earth, very approachable and knowledgeable.
- Supports a healthy, creative and engaged workplace; outstanding team player.

Professional Experience

Instructor, Game Arts & VFX programs, Vancouver Institute of Media Arts (VanArts), Vancouver, BC. 2011+

- Mentored and instructed advanced 3D students in demo reel and portfolio production.
- Wrote advanced tutorials for students on topics ranging from rigging, animation, lighting, rendering, etc.
- Camtasia-ed complex material for later student review.
- Core Maya faculty in both Game Arts, Visual Effects programs at one of Vancouver's leading 3D schools.
- Developed, implemented, taught curriculum for student portfolio/reel development.
- Taught industry-level skills and advanced production techniques for rapid student reel production.
- Advised and critiqued students on modeling, texturing, rigging, animating, lighting, camera work, rendering and compositing of final reels.
- Student reel troubleshooting and bugfixing, *greatly* enhanced overall student work quality.
- Used Industry contacts and networking to assist students in job placement and industry publicity.

Instructor, 3D Animation program, British Columbia Institute of Technology (BCIT), Burnaby, BC. 2011+

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- Student reel troubleshooting and bugfixing, greatly enhanced overall student work quality.
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Curriculum and Course Developer, 3D Animation program, Vancouver College of Art and Design (VCAD), Vancouver, BC. 2011+

- Redesigned 3D Animation curriculum; rewrote 14 class outlines and developed advanced instructor manuals. Topics ranged from:
 - Compositing
 - Effects
 - Rendering
 - Maya 1
 - Environment Modeling 2 & 3
 - Character Modeling 2, 3 & 4
 - Animation 2, 3 & 4
 - Game Art Maya 1 & 2
- Developed entire animation course workflow, from modeling, texturing, lighting, rendering, rigging, animation, ZBrushing and compositing. Low polygon to high polygon workflow.

Instructor, 3D Modeling and Animation program, Vancouver College of Art and Design (VCAD), Vancouver, BC. 2011+

- Mentored and instructed advanced 3D students in demo reel and portfolio production, taught by example.
- Taught industry-level skills and advanced production techniques for rapid student reel production.
- Troubleshooter and fixer of bugs and rendering glitches in student reels, enhanced overall student work quality.
- Developed, implemented, taught curriculum for student portfolio/reel development.
- Advised and critiqued students on modeling, rigging, animating, lighting, camera work, rendering and compositing of final reels.
- Used Industry contacts and networking to assist students in job placement and industry publicity.

Program Advisory Committee member, Vancouver College of Art and Design (VCAD), Vancouver, BC. 2011+

- Member of governing board for 3D Animation program curriculum.
- Met with Director, other (3D industry) board members regularly for streamlining and focusing the 3D Modeling/Animation/Gaming programs.
- Determined what material to deliver, how it is delivered to students, based on industry feedback.

Instructor, BCIT Animation program, India. 2008-2010.

- Liaison between British Columbia Institute of Technology (BCIT) department heads in Vancouver and foreign faculty across India.
- Communicated and coordinated between Vancouver and Indian faculties to ensure BCIT quality and guidelines were met.
- Ambassador for the BCIT brand in India; regularly conducted seminars and workshops in several major cities across India.
- International levels of 3D production and techniques.
- Head faculty; established the benchmark quality for instruction, student work, and productivity; led by example.
- Authored advanced tutorials on modeling, texturing, lighting, rendering, animation, rigging, particles, etc.
- Mentored students during demo reel production.
- Official judge for National Institute of Design's Cinema of Wonders Animation Festival, 2009, India.

Associate Lighter, Electronic Arts/Blackbox, Vancouver, BC. 2007-2008.

- Responsible for the creation and maintenance of lighting UVs for entire world art, throughout 'Skate' video game development cycle.
- Maintained excellent lighting quality levels for new game IP.
- Produced lighting artist tools via advanced MEL scripting to expedite lighting artists' workflow.
- Baked world art lighting and occlusion into flat textures for in-game, static environment lighting.
- Provided detailed local lighting for major locations and objectives.
- Used gobo-lighting and local lighting to steer player towards goals and maintain light/shadow composition balance.
- Troubleshooter of various geometry/normal issues that affected lighting.
- Compiled thorough reports of world art lighting status, regularly presented them to Lead Lighter and Art Directors.

Education

Alberta College of Art and Design, Calgary, AB.

Bachelor's Degree, Media Arts and Digital Technologies, 2002.

Vancouver Film School, Vancouver, BC.

Certificate, PHP/MySQL Programming, 2004.

British Columbia Institute of Technology, Burnaby, BC.

Diploma, 3D Modeling and Computer Animation, 2006.

References

Russell Heyman, Curriculum Developer & Head Faculty, VCAD, Vancouver. W: 604-988-0609

Laura Davie, Associate Dean, Digital Arts Department, BCIT, Vancouver. W: 778-928-2615

Colin Penty, Lead CG Supervisor, Electronic Arts, Vancouver. W: 604-456-5237

Robin Kort, Art Director, Electronic Arts, Vancouver. W: 604-709-3275

Bob McAfee, Maya instructor for VFX and Game Art departments, VanArts, Vancouver. W: 778 834 5861

Bill Dwelly, VFX and Game Art Departments Head, VanArts, Vancouver. W: bill@vanarts.com