

# Geordie Martinez

655 Steiner St. #205  
San Francisco, CA 94117

Character TD - Character Animator

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## EXPERIENCE

**IMAGEMOVERS DIGITAL (DISNEY)** Jun 2007 – Present

**SENIOR CHARACTER TD – CHARACTER FINALING LEAD** (*A Christmas Carol, Mars Needs Moms!*)

Lead team of 8 finalers. Duties included troubleshooting and fixing shot scene animation rigs and caches. Rigged bipeds, quadrupeds, and props in Maya and MotionBuilder. Developed python tools and shelves for Rigging, Animation and Character finaling departments. Created "Background Character Generator" tool for populating shots with animatable background characters. Rigged and animated dynamic ropes, cables, chains, and reins.

**GIANT KILLER ROBOTS** Oct 2006 – Nov 2006

**CHARACTER TD – RIGGER** (*Fantastic Four 2: Rise of the Silver Surfer*)

Rigged The Human Torch and updated pose space deformers. Rigged 18-wheeler.

**PALMA VFX** Aug 2006 – Oct 2006

**RIGGER – EFFECTS TD**

Created MEL for Microsoft commercial for flying particle system. Made controls for crowd system in Illumina commercial. Rigged "paint swoosh" shader in mental ray for Nike LeBron James commercial. Rotoscoped and composited 3D sequences for Nike LeBron James commercial.

**STYLUS VISUALS** (Scientific Animations) Jan 2004 – Jun 2006

**SCIENCE ANIMATOR – RIGGER – MODELER – COMPOSITOR**

Managed 3 Maya generalists, client relationships, and delivery times. Rigged all models for animation. Created particle simulations using Maya particles, instance. Created dynamic simulations using rigid and soft bodies. Modeled in polygons and nurbs. Wrote all company tools (MEL and python) for Maya. Animated and composited scientific animations for UC Berkeley, Wrigley Oceanographic Institute, and Howard Hughes Medical Investigators.

**ARKHAM FILMS**, San Francisco, CA 2004

**VFX ARTIST** (*Roadside Attractions* [award winning short])

Modeled, lighted, animated, and rendered two visual effects sequences in Maya.

**PARLAY PRODUCTIONS**, Hollywood, CA 1998

**KEY SET PRODUCTION ASST** (*Serial Killing 101, AKA Serial Killing for Dummies* [feature])

Managed four set PAs. Opened and closed studio. Transported studio equipment and talent

## EDUCATION

AnimationMentor.com – Certificate Jan 2010

Gnomon School of Visual Effects – Maya Fast Track Certificate 2003

San Francisco State University – B.A. Cinema 2000

University of New Mexico – Multimedia studies 1994-1997

Naval Nuclear Power School 1990

Emeryville, CA

Hollywood, CA

San Francisco, CA

Albuquerque, NM

Orlando, FL

## SKILLS

Apps: Maya, Photoshop, AfterEffects, Flash, Flex, Eclipse, Premiere, PyQt Designer

Scripting Languages: Python, PyMel, MEL, PHP, Linux shell, ActionScript 3.0, JavaScript

## OTHER

Tech-editor for *Maya Visual Effects: The Innovator's Guide* by Eric Keller (2007)

Tech-editor for *Body Language: Advanced 3D Character Rigging* by Eric Allen (2007)

Tech-editor for *Mastering Maya 8* by John Kundert-Gibbs (2006)

sketch comedian, and voice actor

Demo reel: [negative13.com](http://negative13.com)