

DOROTA M.SIKORSKA

senior rigging td/software developer/animator

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PROFILE:

GENERAL:

- 16-years'+ experience in CGI: games, VFX, animated features, advertising,
- familiar with all stages of an animated feature pre-production and production,
- experience in supervision of rig, animation and modelling,
- experience working on playstation2, Xbox, and in games for PC,
- familiar with assets optimisation for games,

PROGRAMMING:

- 10+ years' experience in programming for Visual Effects (design and implementation of tools for artists, research, pipeline),
- Maya API and Maya plugins,
- **MSC** in Computer Science + additional courses in Computer Graphics, Machine Learning and NLP,
- **programming languages:** proficient in: PYTHON, KL, MEL, good in: C++,
- version control systems: GIT,
- Agile dev environment experience, TDD,
- basic Flask and REST API,
- familiar with: Numpy, Scikit-learn, TensorFlow, Keras, NLTK, Gensim, Pandas, Matplotlib,
- IDEs: Eclipse, Visual Studio, PyCharm,

ART:

- modelling/texturing/rigging/animation experience, with specialisation in rig and animation,
- creature/character animation and deformation rigs, muscles/skin simulation, dynamics, hair rig systems, facial setups - design, implementation, research and supervision,
- technical rigging, devices, props,
- experience in script writing and storyboarding for commercials,
- Photoshop,

INTERESTS

- Machine Learning/Deep Learning, Natural Language Processing,

PERSONALITY

- likes to work in a team, very approachable, creative, hardworking,

PROFESSIONAL EXPERIENCE:

1. Jobs concentrating on rigging and development for Maya:

12/2016 – 07/2017	Framestore, senior rigging technical director
python, C++, creature rigging	“Dark Ride”- project on augmented reality for Wanda client-entertainment ride, C++ development of Maya plugins and python development of characters.
09/2016 – 12/2016	Natural Motion, software developer
C++, OpenGL, LUA	Morpheme animation middleware, hit mapping visualisation.
05/2015– 05/2016	Moving Picture Company (MPC), software developer
python, KL, facial deformation	RnD project: research on facial deformation framework (KL), integration of Fabric Engine into the rigging pipeline, writing deformers, pipeline work (render farm processes reports creator), python.
06/2014–05/2015	Moving Picture Company (MPC), senior rigging TD
python, creature rigging	creature rigging, python character scripting, projects: <i>Jungle Book</i> , <i>The Martian</i> , <i>Night in the museum: the Secret of the Tomb</i> , <i>Monster Trucks</i> , <i>Goosebumps</i>
08/2013-02/2014	Double Negative Visual Effects, senior creature TD
python, MEL, creature rigging	development of sea creatures, implementation of a generic system to rig them in python, building a cgi replica of KUKA robot to design the movement of the boat on the green screen in MEL. Projects: <i>In the Heart of the Sea</i>
2009-2013	Aardman Animations, lead character technical director
python, MEL, C++, character rigging, animation and modelling	responsible for the design of the rigging pipeline, and implementation of rigging, animation and modelling tools, training and supervision of people using them. On productions responsible for building rigs, supervision of others building them to my specification, supervision of modelling (first 2 years). Occasionally tasked with animation and modelling.
2006-2008	Framestore, character/creature td
MEL, character rigging	design and implementaion of autorigging systems for animation and deformation rigs and dynamics simulations. Projects: <i>The Tale of Despereaux</i> , <i>Underdog</i>

2. Jobs concentrating on art: modelling, texturing, rigging and animation:

2006	Blue Zoo , Character td/Animator character modelling, rigging, animation.
2004-2005	Outerlight Character artist Character modelling, rigging, animation, mapping and texturing. Projects: Video game "the Ship" PC, Xbox.
2002-2004	PirateGames Ltd , Animation Lead, Polish Office Director, (recruited for this position from over 100 applicants), Characters modelling, rigging, animation, texturing, supervising work of the team of 20 cgi people and additional stuff, setting up and managing the studio in Warsaw. Projects: Video game "Gryff", PC, playstation2, publisher: NEC.
2002	Tenbit Graphical setting of a popular teenagers' program "Tenbit", running on TVN Lightcraft rigging, animation, dynamics and cloth simulations for commercials.
2000-2002	Infinity Dreams , Character Animator, Character building, rigging, animation. Cloth animation. Projects: feature "Blue Eyes Superstars" for Sepp, (known for "the Smurfs").
1999-2000	Metropolis Software , Animation Lead Character building, rigging, animation, supervising work of other animators Games "Two worlds", pc, publisher: Topware, and "Archangel", pc, publ: JoWood.
1996-1999	Advertising Agency AIDA , 3d artist, Tv and fairs presentations animation, press ads 3d graphics, commercials screenplays and storyboards scripts and illustration.

EDUCATION: university

1991-1996	MSc in Computer Science , The Wroclaw University of Science and Technology, Dept of Computer Science and Management, Faculty: Systems of Scientific and Technical Information [SINT] (top marks, distinction). An extra-curriculum course of Computer Graphics.
1994-1995	BSc in Combined Studies majoring in Computing, (Artificial Intelligence, NLP) the University of West Scotland, (with distinction, as the only person in a year).

courses

2017	Coursera: Machine Learning, prof Andrew Ng https://www.coursera.org/account/accomplishments/certificate/L4THGJPD7EC4 Udacity: Introduction to Machine Learning with Katie Malone Udacity: Nanodegree in Deep Learning
2016	Coursera: Brown University, Coding the matrix, Philip Klein
2014-2015	maths and programming courses from Coursera and Safari (C++, python)
2013	Maya API course with Chad Vernon
2012	C++ programming course SAFARI
2008	animation course with Pixar's Andrew Gordon, Escape Studios, London
2006	3rd December event rigging classes: rigging classes with Disney and Sony Pictures Imageworks
2005-2006	5-month VFX production course, Escape Studios, London recruited from 400 applicants to a team of 14, responsible to carry out 5 training projects for Framestore, Double Negative, Cinesite, the Mill, Glassworks and MPC.
2000	Alias-Wavefront authorised course "Character Rigging and Animation", Warsaw.

REFERENCES:

vfx/features

Ross Burgess, head of animation, Framestore,
Andrew Butler, rigging supervisor, Framestore,
Alan Shouls, lead software engineer, Natural Motion,
Yakov Baytler then: rigging supervisor, Framestore. Now: software engineer Sony DADC
Tom Downes then: head of pipeline & dev, Aardman. Now: Mocap Pipeline Developer, WETA Digital.
Nicolas Scapel then: head of rigging, Framestore. Now: designer at Apple.
Theo Facey head of rigging Double Negative Visual Effects
Nick Pope lead software developer MPC

games

Andy Yelland then: Chief Operating Officer, Pirate Games. Now: owner at AY Software
Richard Albon then: Lead Artist, Outerlight Ltd
Doug Hauger then: Studio Director, Pirate Games
Referees contact details are on linkedIn/ available on request. Written references on linkedIn.