

# Dorota Sikorska

senior character td/software developer/ animator

[www.fairydora.com](http://www.fairydora.com)

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## Profile:

- 16-years' experience in CGI, in this 9 years of almost full time development for rigging, animation and modelling (design and implementation)
- proficient in MEL, PYTHON
- proficient in KL (Fabric Engine)
- experience with plugins/deformers/Maya nodes in C++ and PYTHON, multithreading,
- MSC Computer Science/ Software Engineering,
- Creature/character rigs articulation/ deformation/ dynamics/ hair rig systems/ facial setups systems- design and implementation,
- familiar with all stages of an animated feature pre-production and production,

For additional information and demoreels please refer to my website: [www.fairydora.com](http://www.fairydora.com) and profile and references on linkedIn.

## PROFESSIONAL EXPERIENCE:

### May 2015- now: **Moving Picture Company (MPC)**

Post: software developer

RnD project: facial deformations (KL deformers) and integration of Fabric Engine into the rigging pipeline.

### June 2014- May 2015: **Moving Picture Company (MPC)**

Post: senior rigging td, projects:

*-Jungle Book*

*-Night in the museum: the Secret of the Tomb*

*-Monster trucks (Meredith digidouble)*

*-Goosebumps*

*-Martian*

### August 2013-February 2014: **Double Negative Visual Effects**

Post: creature TD, projects:

*- In the Heart of the Sea*

Duties: development of sea creatures

### 2009-2013 **Aardman Animations**

Commercials department

Post: lead character technical director

Duties: 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).

**2006-2008 Framestore**

feature: *The Tale of Despereaux*

VFX: *Underdog*

Post: character td

Duties: design and implementation of autorigging systems for animation and deformation rigs and dynamics simulations.

**2006-2006 Blue Zoo**

Post: Character td/ animator

Duties: Character building, rigging, animation

**2004-2005 Outerlight**

Video game “the Ship” pc, xbox

Post: Character artist

Duties: Character building, rigging, animation, mapping and texturing.

**2002-2004 PirateGames Ltd.**

Video game “Gryff”, pc, playstation2, publisher: NEC

Post: Animation Lead, Polish Office Director, recruited for this position from among over 100 applicants,

Duties: Characters building, rigging, animation, occasional texturing, supervising work of the team of 20 cgi people and additional stuff, setting and managing the studio in Warsaw.

**2002 Tenbit** Graphical setting of a popular teenagers’ program “Tenbit”, TVN tv, Warsaw.

**2002 Lightcraft** rigging, animation, dynamics and cloth simulations for commercials

**2000-2002 Infinity Dreams**

Animated feature movie “Blue Eyes Superstars” produced for Sepp, (the company that launched “the Smurfs”)

Post: Character Animator

Duties: Character building, rigging, animation. Cloth animation.

**1999-2000 Metropolis Software**

Games “Two worlds”, pc, publisher: Topware, and “Archangel”, pc, publisher: JoWood

Post: Animation Lead

Duties: Character building, rigging, animation, supervising work of other animators.

**1996-1999 Advertising Agency AIDA.**

Post: 3d artist, commercials.

Duties: Producing animations for tv commercials, for packshots, for fairs presentations, 3d graphics for press adverts, screenplays and storyboards for tv commercials.

## EDUCATION

**2014-2015** maths and programming courses from Coursera (C++, python, coding the matrix and a few others)

**2013** Maya API course with Chad Vernon

**2012** C++ programming course SAFARI

**2008-2008** animation course with Pixar's Andrew Gordon, Escape Studios, London

**2006-2006 3rd December event rigging classes**

rigging classes with Disney and Sony Pictures Imageworks

**2005-2006 VFX production course, Escape Studios, London**

recruited from 400 applicants to a team of 14, responsible to realise 5 training projects for Cinesite, Framestore, Double Negative, the Mill, Glassworks and MPC.

**2000 Alias-Wavefront authorised course "Character Rigging and Animation", Warsaw.**

**1991-1996 MSc in Computer Science**, The Wroclaw Technical University, Dept of Computer Science and Management, Faculty: Systems of Scientific and Technical Information [SINT] (top marks, distinction).

**1994-1995 BSc in Combined Studies** majoring in Computing, (Artificial Intelligence) the University of Paisley, Scotland, (with distinction, as the only person in a year).

**1987-1991** Maria Sklodowska-Curie 2nd Secondary Comprehensive School in Gorzow Wielkopolski, maths and physics orientated class, Matura Exams (top marks, distinction).

## REFERENCES:

### vfx/features:

**Tom Downes** head of pipeline & development, Aardman Animations

**Yakov Baytler** rigging supervisor, Framestore

**Nicolas Scapel** head of rigging, Framestore

**Theo Facey** head of rigging Double Negative Visual Effects

**Tom Reed** head of rigging, MPC

**Rob Tovell** lead software developer MPC

### games:

**Andy Yelland** Chief Operating Officer, Pirate Games

**Richard Albon** then: Lead Artist, Outerlight Ltd

**Doug Hauger** Studio Director, Pirate Games

Referees contact details available on request/ more references on linkedIn

### **Tom Downes Mocap Pipeline Developer at Weta Digital**

I worked with Dora for three years at Aardman. She quickly transformed the rigging process and over time halved rigging schedules with her constantly improving automated rigging tools.

Aside from being an excellent rigger (and animator) Dora is technically and artistically ambitious and always has fresh ideas for rigging development. Dora has a rare ability in being able to schedule complex work incredibly accurately and reliably. Her rigs are never late!

March 6, 2013, Tom managed Dorota at Aardman Animations

### **Nico Scapel Head of Rigging at Framestore**

Dora is a highly creative, passionate, hard working and dedicated rigger - she really puts a lot of thoughts behind her rigs and comes up with clever solutions thanks to her analytical background. She thrives on challenges and complex rig requirements. On The Tale of Despereaux, she focused on dynamics and non standard rigs, among which a universal dynamic skirt used on over a hundred characters, hair simulation rigs for all characters, a bird, a crab, a few quadrupeds, or a chain getting rolled up on a spool with full animation control, which was quite a feat. She also put a lot of effort in documenting her rigs for the animators which is a great plus. Dora has been key to the success of this project..

January 5, 2009, Nico managed Dorota at Framestore CFC

### **Yakov Baytler Rigging Supervisor at Method Studios**

Dora is incredibly inventive and easily takes on the most challenging rigging tasks. On "the tale of despereaux" she handled all the unique rigging aspects of humans, mice, rats and special characters. Dora's rigs are very robust and high quality. She has a wide expertise, including animation rigs and dynamics.

Dora is a real team player, always with a cheerful attitude, always ready to help. I highly recommend her and would love working with her in the future.

February 29, 2008, Yakov managed Dorota at Framestore CFC

### **Nico Sanghrajka Lead Character TD at DreamWorks Animation**

I had the pleasure to work with Dora in the Rigging Dept. at Framestore on the animated feature "The Tale of Despereaux". I think that Dora is a very talented and ambitious person. She has both, a wide technical knowledge, but also an artistic eye and animation background, which helps here to create character- and prop-rigs, which are solid, efficient and animator-friendly. She is open for advice as well as willing to share her own knowledge with others. I enjoyed working with her and, given the opportunity, I would be glad to work with her again.

August 24, 2008, Nico worked directly with Dorota at Framestore CFC

### **Doug Hauger Founder- Freaky Tiki Productions, experienced game developer, writer, artist**

In all my years of working in Video games there have been very few people that have stood out the way Dorota has. Her impeccable and vast knowledge of everything 3D is only matched by some of her more technical abilities such as those that allow her to write tools for other artists. Couple that with an eye for the aesthetic and you have one powerhouse team player. Extremely dedicated and loyal, she was willing to put whatever effort it took to complete the job or task given to her. I always knew that if Dora was on the job, it would get done and get done right. I truly wish I was in a position to hire her at any one moment.

### **Andy Yelland Consultant / Owner at AY Software**

Dora, as our animation director, was an invaluable member of the Pirate Games crew. I have no hesitation in recommending her for any position in the animation industries. Throughout the time that she was with us, she showed a level of professionalism and dedication, which I have rarely seen matched in our industry. Throughout all of this time her animated work was world class and technically precise, and the work of her team was always delivered promptly, correctly and to a high standard.

June 21, 2008, Andy managed Dorota at Pirate Games

Please find more written references on linkedIn.

<http://www.linkedin.com/profile/view?id=20033969>