

# Jeffrey Christie

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## Professional Summary

Emmy Award winning computer graphics supervisor specialized in developing expressive and efficient character rigs with an emphasis on facial setup. Highly experienced in rig setups for motion capture and real-time performance animation as well as keyframe cleanup and technical animation. Combines a broad background in developing pipelines as well as integrating diverse character types into varied client pipelines. Experienced at leading teams and enabling personnel to deliver exceptional and efficient solutions on many varied projects.

## Software Skills

### Computer Graphics

- Maya
- Photoshop
- Motion Builder
- Premiere
- After Effects

### Microsoft Office

- Excel
- Word
- PowerPoint

### Code

- MEL
- Python
- Fortran

### Operating Systems

- Unix/Linux
- Windows
- Mac

## Experience

### Virtual Production Display Operator (Profile Studios – Atlanta, GA) July 2017 – Jan 2018

- Operated MotionBuilder during live ‘simulcam’ composite of CG assets against live action photography for the feature film projects, “Avengers: Infinity War” and “Untitled Avengers Movie”. Received the live performance capture stream and applied the incoming motion to the corresponding assets in the display system.
- Performed general asset prep, QC and assembly of virtual production scene files in Maya and MotionBuilder.

### Freelance Computer Graphics Artist (Multiple Clients/Projects) 2014 - present

- Rigged photoreal human replacement face for facial motion capture and hologram projection.
- Rigged multiple fish characters (including facial) for PBS TV Show “Splash and Bubbles”

### CG Supervisor/Modeling & Rigging Lead (DisneyToon Studios - Glendale, CA) 2010 - 2014

- Supervised all technical aspects of cg production for the Shorts Department
- Modeling and rigging lead on Planes and TinkerBell franchises
- Coordinated asset development, bids and schedules with multiple remote vendors
- Managed multiple personnel

### CG Supervisor (Freelance Partner – Hollywood, CA) 2004 - 2006

- Vendor partner and cg pipeline developer for the 40 minute children’s DVD, “Bop-a-Lots”
- Rigged and developed the shaders for all three main characters
- Keyframe animated all facial performances and cleaned up all motion capture body data and prop interaction

### CG Supervisor/Rigging Supervisor (The Jim Henson Co. – Hollywood, CA) 2000 - 2010

- Supervised the animation production of multiple seasons of the PBS show, “Sid the Science Kid”
- Developed and managed the cg pipeline for the Henson Digital Performance Studio (2009 Emmy Award)
- Created proprietary software tools and interfaces for all cg departments
- Managed personnel across multiple departments

## Education

**Bachelor of Science - Aerospace/Aeronautical Engineering**  
**University of Notre Dame - Notre Dame, IN**

## Awards

2009 Primetime Emmy Award  
2007 Visual Effects Society Award