

Dominik Haase

rigging | scripting | cfx

CONTACT

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PROFILE

Technical Artist

Rigging, CFX,

Tool & Pipeline Dev

SKILLS

Maya, Houdini

Python, Qt, API (Maya)

experience

January 2022 - today

Herne Hill Media | Toronto, Canada

Lead Rigging/CFX Artist

November 2020 - January 2022

SPIN VFX | Toronto, Canada

Creature/Rigging TD | Lead Creature/Rigging TD

- increased modeling, rigging, animation and cfx productivity through further pipeline automation and standardization
- implemented highly efficient GPU rigs for animation
- bridged the gap between rigging and cfx

February 2019 - November 2020

Mr. X Inc | Toronto, Canada

Creature TD | Lead CFX | VES Award Nominee

- tool development to automate rigging and cfx pipeline
- muscle, cloth and fur simulation for hero and background characters

July 2017 - November 2018

Pixl Visn Media Arts Academy | Cologne, Germany

Diploma in 3D Animation & VFX

technical & artistic skills

- design, create and maintain fast, robust and modular rigs
- capable of writing large amounts of clean and maintainable code
- rig optimization for real time playback
- collaborate with modelers to meet technical needs
- collaborate with animators to optimize motion control systems
- solid understanding of anatomy
- automate repetitive tasks
- pro active in solving technical challenges
- troubleshooting and problem solving skills
- quick adapting to new tools and situations
- strong linear algebra