Malcolm "Chocolossus" Thomas-Gustave
Creature TD / Pipeline Dev
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Software:

- Maya 4+, 3DS Max 5+, Softimage || XSI 5+, Motionbuilder 7.5+, Zeno 3+, Unity, Endorphin, Cortex

Skills:

- Python, PyQt, Maya API, MEL, NCloth, Cloth FX in 3DSMax, Syflex in XSI

Work Experience:

Lead Creature Developer - ILM Singapore   Dec 2011 – August 2013
- Overseeing a diverse 20 person crew for an Animated Feature
- Rigging, Scripting, and Cloth/Hair
- Production Training in Python, Rigging, Cloth and overall pipeline
- Pipeline Dev/R&D to create new tools and workflows for the show and studio wide
- Bidding, scheduling and complexity breakdowns

Senior Creature Developer - Lucasfilm Singapore   July 2010 - Dec 2011
- Rigging, Scripting, Pipeline Development, Cloth/Hair, and R&D
- 2nd in charge of the department, occasionally taking on the role of acting Lead/Supervisor

Associate Course Director : Motion Capture - Full Sail University   Nov 2008 – July 2010
- Lecturing, developing curriculum, working with students, and management of staff

Consultant - Disney Event Group   Nov 2009 – Jan 2010
- Rigging Pipeline Setup\Implementation across multiple productions

Creatures TD - Weta Digital   Jan 2008 – Nov 2008
- Cloth Setup and Shot Work
- Film - Avatar, TinTin, The Day the Earth Stood Still, The Lovely Bones

Character Rigger - The Jim Henson Company   Oct 2007 - Dec 2007
- Character Rigging focus, accompanied with Scripting support for the team
- TV Show - Sid the Science Kid

Cloth/Hair TD Int. - Sony Pictures Imageworks   June 2007 – Oct 2007
- 25+ shots of complex Cloth/Hair Dynamics and Character Finaling
- Film - Beowulf

Lead Character TD - Blur Studio   Sept 2005 - May 2007
- Creation of Rigs and Final Skinned meshes in a fast turnaround environment for 35+ projects while working across multiple teams simultaneously
- Cloth Setups as well as Shot work and Finaling
- Pipeline Training to keep up the skill base of the crew
- Short Film - Gentlemen's Duel
- Cinematics - Warhammer Online, Hellgate: London, Transformers: The Game, Halo Wars
- Commercials - Simpsons Movie Trailer
- Emmy Nominee (2007) - Outstanding Graphic Design : NFL on FOX

Character TD - Pendulum Studios   Jan 2005 - July 2005
- Cinematic - LA Rush Game Cinematics

Lead Character TD - Full Sail   Nov 2004 - Feb 2005
- Short - Moon Knight

<u>Writing / Training Experience:</u>

CG Workshops Instructor : Introduction to PyQt in Maya - Ballistic Media   Aug 2012 - Present
- Built from scratch and lectured multiple versions of an 8 week course in PyQt
- Focused on advancing someone from having no experience to having a solid knowledge base in both advanced Python and PyQt

Guest Lecturer - LASALLE College of the Arts   Feb 2011 – August 2013
- Created a series of Masterclasses
- Topics included: Rigging Fundamentals, Character Specific Rigging, Pipeline Overview, Cloth, MEL Scripting, Python Scripting and Maya UIs

Contributing Writer - 3D World Magazine   Aug 2008 - Sept 2008, Feb 2010 – Sept 2010
- Articles on Cloth Dynamics, Stretchy Rig Creation, and Auto Rig Scripting

<u>Education:</u>

Associate of Science in Computer Animation : Full Sail   2003 - 2004
- Course Director's Awards for Character Rigging and Demo Reel Creation

<u>Awards:</u>

CG Talk Front Page   June 2005, Feb 2007, Dec 2009
- Featured for Demoreel

<u>Additional Projects:</u>
- Cinematics:
    - Tabula Rasa Game Intro
    - Empire Earth III Game Intro
    - Frontlines: Fuel of War Teaser
    - Spiderman: SU Game Intro
    - Jericho "Eternity" Trailer
    - Conan: Age of War Game Intro
    - BioShock Teaser
    - Marvel Universe Online Trailer
    - Titan Quest Intro
    - Sonic the Hedgehog
    - Marvel: Ultimate Alliance
    - Protector Intro
    - Rise Of Legends Intro
- Film:
    - Rocky Balboa - Rocky vs. Mason Dixon Fight "Simulation"
- Commercials
    - Justice League Heroes Commercial
    - Ghost Recon: Advanced Warfighter
    - Multiple Projects for Danimals
    - Muichiz Commercial
    - Marvel: Ultimate Alliance
    - Coca Cola Elves
- Broadcast Television:
    - Fox BCS Intro
    - NFL On Fox Intro
    - Opening For Video Game Awards on SpikeTV