

## AREAS OF EXPERTISE:

PIPELINE IMPLEMENTATION  
AND AUTOMATION

→ SHOTGUN

TOOL DEVELOPMENT

→ PYTHON, YML, JSON

FX

→ FLUIDS, PARTICLES, RBD

CREATURE FX

→ CLOTH, FUR, MUSCLES

RIGGING

LOOK DEVELOPMENT

TRAINING AND MENTORING

## PROFESSIONAL TOOLS:

MAYA

HOUDINI

PYTHON

RENDERMAN

ARNOLD

NUKE

PHOTOSHOP

SHOTGUN

LINUX

SHELL SCRIPTING

## KEY ACHIEVEMENTS:

- ◆ Design development of the 'Blinky Bill' principle characters, working with the Director and Art Director.
- ◆ Transformation of a group of JuMP graduate artists, under my mentorship, into a confident independent team producing high quality work.
- ◆ Implementation of tools for the publishing and transfer of feather dynamic settings between characters and shots.
- ◆ Automation of the Lavabomb Animation, FX, Lighting and Comp pipeline, significantly speeding the production of shots.
- ◆ Specification, with the VFX Supervisor, and implementation of a shot build tool, allowing scene descriptions, definitions and dependencies to be specified in XML.
- ◆ Architectural Project Manager for 2 SEN school developments costing £8 Million each.

## WORK EXPERIENCE:

### DOUBLE NEGATIVE - LONDON

SENIOR FX T.D.

JAN 2016 - PRESENT

MISS PEREGRINES HOME FOR PECULIAR CHILDREN, WONDER WOMAN, JUSTICE LEAGUE, LIFE

- Prototyped the tearing cloth workflow and simulation rigs.
- Rigid Body dynamics setup and simulation.
- Cloth and FEM development and simulation.

### ELECTRIC THEATRE COLLECTIVE - LONDON

SENIOR T.D.

OCT 2015 - DEC 2015

KING: PET RESCUE II COMMERCIAL

- Fur grooming, shot lighting and rigging support

### CG SUPERVISOR / SENIOR T.D.

AUG 2015 - OCT 2015

UN GLOBAL GOALS COMMERCIAL, GOOGLE SPOTLIGHT PRESENTS..., RBS STILLs

- Responsible for project set-up and brief interpretation.
- Identification of strategies and technical options.
- Automation of the camera caching for lighting and comp.
- Rigging and FX setups.

### M.P.C. - LONDON

LEAD FX T.D.

NOV 2014 - JUL 2015

THE JUNGLE BOOK

- Responsible for teams developing creature/environment interaction FX.
- Task assignment and productivity management.
- Creative briefing and feedback, led by the FX supervisor and production.
- Identification of key methods and tools required, ensuring pipeline compatibility.

### FRAMESTORE, LONDON

SENIOR CREATURE FX ARTIST

JAN 2014 - NOV 2014

PADDINGTON

- Developed the dufflecoat simulation rig used in London and Montreal.
- Working with modelling, rigging and animation to address notes on design.
- Automation scripts and pipeline tools.

### ANIMAL LOGIC - SYDNEY

SENIOR FX ARTIST

MAY 2013 - NOV 2013

THE LEGO MOVIE

- Shot development including train smoke, RBD simulations and crowds of mini-figs and vehicles.

### FLYING BARK - SYDNEY

CHARACTER T.D. / RIGGING SUPERVISOR

NOV 2011 - APR 2013

BLINKY BILL, THE MOVIE (PRE-PRODUCTION)

- Management of the design development of the principle characters outlined by the Director and Art Director.
- Management of modelling, shading and grooming artists.
- Development of grooming techniques for the fur (Yeti) groom.
- Development of rigging tools, animation and face rigs.
- Software evaluation (Arnold, 3Delight, Yeti, Shotgun, Tactic).
- Development of tools to publish models, rigs and textures.

### ILM - SINGAPORE

CREATURE DEPT SUPERVISOR / LEAD CREATURE T.D.

SEP 2010 - NOV 2011

THE AVENGERS, BATTLESHIP, TRANSFORMERS: THE DARK OF THE MOON, MI3: GHOST PROTOCOL, PIRATES OF THE CARIBBEAN: ON STRANGER TIDES.

- Management and supervision of the 12 strong creature team.
- Department representative at planning and resources meetings and studio

## REFERENCES:

Mr Oliver Winwood  
FX Supervisor, MPC.

Mr Juan-Luis Sanchez  
Creature FX Lead,  
Framestore.

Mr Aidan Sarsfeld  
CG Supervisor, Animal  
Logic.

Mr Alex Weight  
Director, 'Blinky Bill'.

technology and development planning meetings.

- Assessment of potential recruits.
- Creative and technical briefs and reviews.
- Planning and prioritising schedules and bids with the production team.
- Training, mentoring and reviews of artists.
- Development of tools and methodologies across multiple departments.
- Development of rigs and FX Simulations.

## ANIMAL LOGIC - SYDNEY

**LEAD CHARACTER FX T.D.**

**JUN 2009 - AUG 2010**

*LEGEND OF THE GUARDIANS: THE OWLS OF GA'HOOLE*

- Assumed responsibilities including rounds, dailies submission reviews, dailies reviews, technical reviews and communication with other teams.
- Department liaison for technical development, managing development of production tools and testing and implementation of new technology developed by the Character Effects TD and the RnD and Pipeline teams.
- Development of rigs and methodologies required to achieve the artistic look of the show and integration of these tools into the pipeline.
- Training team members on use of new tools, pipeline, and new methodologies.

## DOUBLE NEGATIVE - LONDON

**PIPELINE SUPERVISOR / SEQUENCE SUPERVISOR / FX T.D.**

**APR 2006 - JUN 2009**

*2012, JAMES BOND, THE QUANTUM OF SOLACE, HELLBOY II, THE GOLDEN ARMY, 10,000 B.C.*

- Design and integration of pipeline tools for the transfer of data between Maya, Houdini and Nuke at Animation, FX, lighting and comp key stages.
- Integration of animation data with Squirt Fluid simulator.
- Specification and integration of pipeline tools and scripts to aid the management of shot data as the shots were progressed.
- Automation tools parsing sequence animation data to build the 2D points, FX caches and lighting scenes as batch processes.
- Implementation and further development of the multi behavioural particle tool dnSwarm.

## OTHER INTERESTS:

*EMERGING TECHNOLOGIES*

→VR, 360, AR IOT

*PHOTOGRAPHY*

→SPORT, WILDLIFE

*COMPETITIVE YACHT RACING*

## CONTACT DETAILS:

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## MILLER HUGHES ASSOCIATES - U.K.

**ARCHITECTURAL PROJECT MANAGER**

**2002 - 2005**

- Project management of the redevelopment of two SEN schools providing technical support to clients, design consultants and site team.
- Planning and building regulation submissions, production of design and construction packages and 3D visualisation.
- Tender documentation, review and budget management.

## OWL HOUSE GRAPHICS LTD - U.K.

**COMPANY DIRECTOR**

**2000 - 2002**

- Bids and development proposals for visualisation and multimedia projects.
- Management of client requirements, changes and delivery schedules.
- Accounts and budget management.
- Delivery of completed project deliverables to the clients specifications.

## EXPRO NORTH SEA LIMITED - U.K.

**MULTIMEDIA / MECHANICAL ENGINEERING TECHNICIAN**

**1998 - 2000**

- Design of engineering structures, service connection interfaces, 3D visualisation, illustrations and interactive multimedia CD-Roms.

## WSP GRAHAMS AND ASSOCIATES - U.K.

**SENIOR MECHANICAL ENGINEERING TECHNICIAN.**

**1997 - 1998**

- Development of proprietary AutoCAD plug-ins and tools, construction drawings, Photo montages and 3D presentations.

## PROFESSIONAL SUMMARY:

With over 10 years experience I have worked closely with producers, directors and team supervisors in the development and production of live action vfx blockbusters and fully animated features at some of the worlds top studios. I am proactive with a creative approach to challenges and perform well in the