ALEXANDRO RUBIO

CREATURE TECHNICAL DIRECTOR
[CREATURE FX | RIGGING | CROWD]

TECHNICAL SKILLS

- Maya
- Houdini
- Python
- Nuke
- Shotgun
- Unreal
- Unity

PERSONAL SKILLS

- Passionate Leader
- Avid Communicator
- Critical Thinker
- Intellectually Curious
- Exceptionally Organized
- Disciplined & Commited

LANGUAGES

English		100
Spanish		100
French		40

INTERESTS

Video Games
Technology
Movies
Food
Dogs

CONTACT

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ABOUT

Seasoned professional with expertise in setting up simulation riggs for cloth and fur. Passionate about rigging articulate characters and building lively crowd. I enjoy leading and working closely with my peers to improve workflow and ensure functionality, consistency and quality.

WORK EXPERIENCE

DNEG Double Negative VFX

LEAD CREATURE TD

April 2020 - Present

- Rigging/CFX/Crowd supervision
- Delivering creative realisation and presenting to VFX/DFX supervisors
- Providing creative and technical leadership as well as feedback to team of artists to support growth and development
- Develop workflows to ensure delivery of highest quality work to next departments

PROJECTS

- Devotion
- Venom 'Let there be Carnage'
- F9 [Fast & Furious 9]

CREATURE TD

May 2018 - April2020

- Cloth/Fur Setup and Simulation
- Muscle/Fat/Skin Simulation
- Shot-Sculpting
- Rigging of Characters and Assets
- Crowds Setup and Simulation

- Dune
- Wonder Woman 1984
- Men in Black International
- Catch 22
- The Kid Who Would be King
- Rim of the World
- Chitti 2.0
- Bhoot 'The Haunted Ship'

MPC Moving Picture Company

TECHNICAL ANIMATOR

Dec 2017 - May 2018

- Cloth/Fur Setup and Simulation
- Shot-Sculpting
- Layout

PROJECTS

- Underwater
- Godzilla 'King of the Monsters'
- The Nutcracker & the Four Realms

EDUCATION

DIPLOMA | 3D ANIMATION + VISUAL EFFECTS

VFS [VFS] Vancouver Film School | 2016 - 2017
Vancouver, CANADA

BFA | DIGITAL ART AND ANIMATION

[ITESM] Instituto Tecnológico de Monterrey | 2012 - 2016
Guadalajara, MEXICO

- STUDY ABROAD | VIDEO GAME DEVELOPMENT

  RMIT [RMIT] Royal Melbourne Institute of Technology | Jan-Jul 2015
  Melbourne, AUSTRALIA