

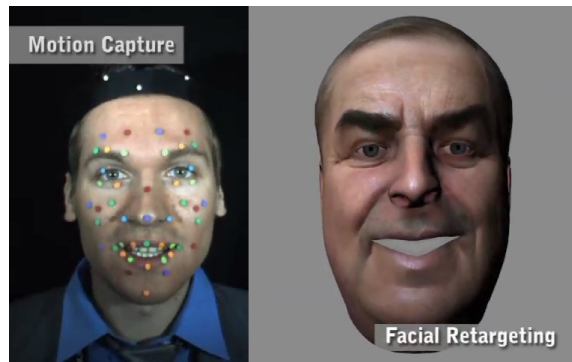
Jason Teske

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Technical Animator

Five years experience breathing life into characters, props, and environments. A passion for providing efficient pipeline solutions, from animator friendly rigs to easy to use tools.

Portfolio



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Accomplishments

- Rigging lead for Guillermo del Toro's *The Strain*.
- Consistent accolades for work far exceeding expectations for quality and delivery times.
- Indispensable in meeting animation milestones for *The Darkness II* allowing for additional art and animation content creation.
- Consolidated tool set for animation department at Digital Extremes, providing more efficient animation solutions and reduced troubleshooting.
- Technical Liaison for motion capture outsource team ensuring smooth integration of multiple animation pipelines.
- Directed multidisciplinary team under tight time constraints to produce high quality 3D and live action composite scenes.

Practical Qualifications

- Expert in using Maya to skin and rig a wide variety of characters and props.
- Tools creation using MEL, Python and PyQt with a focus on ease of use.
- Skilled with using Maya Dynamics to overcome game engine limitations.
- Character pipeline management.
- Motion capture shooting and processing with MotionBuilder.
- Animation outsourcing management and integration.

Experience

Mr. X Inc, 2014 – present

Toronto, ON

Character Rigger/TD

Projects: *The Strain*, *Killjoys*, *The Dovekeepers*, *Penny Dreadful*, *Unannounced feature film*

Digital Extremes, 2010 – 2013

London, ON

Technical Animator

Projects: *The Darkness II*, *Star Trek*, *Halo 4 Crimson Map Pack*, *Warframe*

Halifax Film Children's Studio, 2008 – 2009

Halifax, NS

Rigger

Projects: *Bo on the Go!* Seasons 2 and 3, *Animal Mechanicals* Season 2

Pictou Film Cartel, 2007

Halifax, NS

Technical Director

Projects: *Tetas de Muerte*, SXSW Film Festival Grindhouse 101 Candidate

Centre for Arts and Technology, 2007

Halifax, NS

Tutor and Teaching Assistant

Education and Career Development

Centre for Arts And Technology – Halifax

Diploma in 3D Animation and Production 2007

International Game Developers Association

Member 2010 – 2013

Endorsements

“Jason has an eye for detail and delivers high-quality work. His motivation and drive enabled him to deliver great results even under time constraints.” - Jeremy Ernst, Lead Technical Animator, Epic Games