

# BEN SLEDGE

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## Professional History

4/2021 – present

### Lead Creature TD, ILM Vancouver

Hawkeye, Unannounced Feature Animation Project

- Directly supervised rigging and CFX teams
- Assisted hiring, on-boarding, and training new team members
- Developed and maintained hero rigs and simulation setups
- Assigned and scheduled artist tasks with production
- Prototyped new techniques, tools, and workflows
- Provided quality control and asset review for production rigs

4/2020 – present

### Area Tech Lead – Rigging, ILM Vancouver

- Represented department interests in global technology meetings
- Developed new rigging modules
- Worked with cross-studio counterparts to define rigging standards
- Interfaced with R&D and Pipeline groups for tool development and improvements
- Improved internal rigging documentation

4/2019 – 4/2021

### Senior Creature TD, ILM Vancouver

4/2017 – 4/2019

### Creature TD, ILM Vancouver

Transformers: The Last Knight; A Wrinkle in Time; Aladdin (2019); Terminator: Dark Fate; Space Jam: A New Legacy

- Designed, implemented, and maintained creature rigs and CFX setups
- Used proprietary software to craft in-shot creature simulations (including hair, cloth, and rigid body dynamics)
- Mentored new hires
- Assisted troubleshooting creature rigs, simulation setups, and pipeline issues

3/2015 – 4/2017

### Rigging Artist, Rainmaker Studios

Open Season: Scared Silly; Barbie and Her Sisters in a Puppy Chase; Surfs Up 2: Wave Mania; ReBoot: The Guardian Code; Spy Kids: Mission Critical

- Created rigs for characters, props, and sets using a proprietary build system
- Extended build system with custom modules
- Developed scripts for animators to increase in-shot rig functionality
- Scripted plug-ins and deformers using the Maya Python and C++ APIs

9/2014 – 3/2015

### Technical Animation Artist, Moving Picture Company (Vancouver)

Monster Trucks

- Designed and maintained character CFX rigs to meet show and shot specific needs
- Crafted believable skin, hair, and cloth simulations
- Performed shot finally tasks
- Created cloth simulation geometry using Marvelous Designer

8/2011 – 5/2014

### Graduate Asst. / Production Manager / Python Developer, Clemson University

- Supervised a team of 8-10 designers
- Managed work-flow efficiency, prioritized projects and tasks to meet client deadlines
- Hired and trained new designers
- Developed a job tracking and invoice webapp build on the Django Python framework

- 2013**                    **Rigging Lead / Pipeline Lead / Animator, “ROBO+REPAIR” Short Film**  
Part of the DreamWorks Animation Summer Industry Course at Clemson University.
- Designed a full-featured, join-based deformation system for the main character
  - Integrated scripts and tools into the production pipeline
  - Extended render-queue management scripts

- 2012**                    **Character TD / Modeler / Animator, “The Water is Always Bluer...” Short Film**
- Modeled and rigged the main character
  - Assigned with lighting, character design, and story concepts
  - Lead animator on several shots

## Academic History

- 2014**                    **Master of Fine Arts (MFA) – Digital Production Arts**  
College of Engineering & Science, School of Computing  
Thesis: “An Automated Build Script for Articulated Characters” (Dr. Tim Davis, Chair)  
Clemson University, Clemson, South Carolina

- 2010**                    **Bachelor of Science – Digital Media**  
Minor – Computer Science, College of Business & Technology  
East Tennessee State University, Johnson City, Tennessee  
Graduated Magna Cum Laude

## Animation, Visual Effects & Technological Skills

- Leadership & Management**                    Skilled at mentoring and managing team members. Able to schedule and assign artist tasks to meet production schedules. Experienced with quality control and review of artist work.
- Character Rigging**                    Experienced in designing character setups using deformers, skeletal systems and blend shapes. Able to create animator friendly rigs while maintaining a high level of control over deformations.
- Character FX TD**                    Adept at believable cloth and skin simulation for human and creature characters using nCloth. Able to effectively perform shot-specific character finishing and animation fixes to enhance character performance and silhouette.
- Programming**                    Highly proficient with Python both in and out of the Maya environment to increase efficiency and reduce user error with a focus on pipeline integration. Familiar with the Maya Python and C++ APIs.
- Operating Systems**                    Windows, Linux, Mac OS X
- Software**                    Maya, Houdini, Mudbox, Nuke, Marvelous Designer, CineSync, Photoshop, Premiere Pro, FileMaker Pro, GIT, SVN, Perforce