

# Trevor Sommer

Technical Director  
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## Work Experience

CFX TD

**CineSite Animation** (Feb 18 – present)

*The Addams Family* (2019)

- Designed and developed the studios hair and cloth pipeline from scratch
- Developed custom plugins for the animation and CFX departments
- Developed environment pipeline/toolset
- Created tutorial videos for training artists and doxygen code documentation

Character FX Artist

**Sony Pictures ImageWorks** (Feb 15 – Jan 18)

*SmallFoot*, *Smurfs The Lost Village*, *The Angry Birds Movie*

- Designed and developed new Hair pipeline for "SmallFoot"
- Cloth/hair simulation setups, along with characters and environments grooms
- Received applause award for outstanding performance "The Angry Birds Movie"

Technical Animator

**Rhythm and Hues Studios** (Dec 08 - Nov09, Sep10 - Apr 12)

*Snow White and the Huntsman*, *Alvin and the Chipmunks:3*, *Hop*, *Yogi*,  
*Mr. Popper's Penguins*, *Red Riding Hood*, *Alvin and the Chipmunks: 2*,  
*Aliens in the Attic*, *Night at the Museum: Battle of the Smithsonian*

- Created rigs for cloth/hair/fur/muscles/skin slide simulations
- Responsible for creating custom rig/shot solutions for many one-off shots
- Created custom tools using proprietary scripting language
- Mentored new employee's on proprietary software

Character Rigger

**3d Central Animation** (Oct 07 – Oct 08)

*Various commercial projects*

- Rigged high and low poly creatures for commercial shorts and real-time engines

Animation Rigger

**Short Films** (2008 – 2009)

*Be Mine*, *Devils Angels and Dating*, *Go Skate*, *Ride*

## Software

Maya, Xgen, Katana, Shotgun, Nuke, Shave and Haircut, Mari, Zbrush, Linux, Adobe Photoshop, After Effects, Git/Svn, GitKraken, Unreal Engine, Source SDK

## Coding Proficiency

Python(PyQT/PySide), MEL, C++, Maya API, Shotgun API, Unreal-script, Ruby, OpenGL

## Skills

Animation/Cloth/Muscle/Hair Setup/Simulation, Character/Environment Grooming, Rigid Body Dynamics, Pipeline Design and Development, Maya Plugin Development, Animation/Character/Dynamics/Xgen/Environment Tool Development, Modeling

## Education

The Art Institute of Portland, Portland, OR. (2005-2008)  
Bachelor of Science: Game Art and Design