

Ryan Ruiz

CFX Lead / Senior

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Work Experience

- **Mr. X** - CFX Show Lead / Senior
CFX and Groom setup for sequences, simulating/finalling/techanim shots, and leading a team
November 2019 – Present
- **Framestore** - Creature FX Technical Director
Cloth/Fur/Muscle/Fat/Skin Simulations on multiple creatures – Anatomy Sculpting
April 2019 – November 2019
- **Moving Picture Company (MPC)** - Key Artist (Senior) CFX / Technical Animator
Develop Hero Hair/Cloth Sim Setups – Character Finishing – Environment Dynamics
July 2018 – April 2019
- **Moving Picture Company (MPC)** - Technical Animator
Run Cloth/Hair/Feather Simulations – Corrective Sculpting – Character Finishing
November 2016 – July 2018
- **Blue Sky Studios** - Character Simulation Technical Director Internship
Simulate Cloth Setups for Crowd Agents – Pose and Run Crowd Simulations
June 2016 – August 2016

Professional Work

- **The Spongebob Movie: Sponge on the Run** (*filming*)
Houdini CFX TD at Mr. X - Responsible for development and creation of Vellum cloth setups for interaction with Spongebob and Patrick.
- **His Dark Materials** (Season 1)
Creature FX TD at Framestore - Responsible for dynamic cloth, fur, muscle, fat, and skin simulations for multiple creatures.
- **Lady and the Tramp**
Creature FX TD at Framestore - Responsible for collar simulation, fur, muscle, fat, and skin simulation of Lady and Tramp.
- **Dark Phoenix**
Key Artist/Technical Animator at MPC - Responsible for Dark Phoenix hair simulation setup to demonstrate special powers. Art directed hair sims and hair finaling.
- **The Nutcracker and Four Realms**
Key Artist/Technical Animator at MPC - Responsible for cloth simulation setup of two polichinelles/clowns. Dynamic chain setup and simulations.
- **The Greatest Showman**
Technical Animator at MPC - Responsible for cloth, fur, and feather simulations of circus performers and creatures.
- **Ghost in the Shell**
Technical Animator at MPC - Responsible for sculpting muscles and suit of Major. Muscle and wrinkle sculpting for Kuze.

Education

- **Savannah College of Art & Design**
Master of Fine Arts in Visual Effects
Graduated in 2016
- **DePaul University**
Bachelor of Arts in Animation
Graduated in 2013

Software

Maya (RenderMan)
Houdini (Mantra)
Nuke
Marvelous Designer
Katana
Linux/Mac/Windows