

Craig Andrew Slagel

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CAREER OBJECTIVE

Technical Art or Training position in the games, film or academic industry with an opportunity to innovate and find effective solutions utilizing my creative and technical skills.

CAREER SUMMARY

Sr. Graphics Trainer skilled in development and delivery of training programs with over 10 years experience in the games and computer graphics industry.

PROJECTS

- **X-Men First Class:** Animation Layout and Support
- **Hop 2011, Yogi Bear 2010:** Education and Support for Animation department.
- **Marmaduke 2010:** Education and Support for Animation, Lighting and Effects department
- **Alvin and the Chipmunks the Squeakque 2009:** Education and Training for Animators, Technical Animation
- **Greenlite Dartmouth:** Modelling and Rigging for Greenlite Dartmouth 3D polar bears
- **Unreleased Title 2007 (Wii):** Developing environment modelling pipeline
- **Tiger Woods PGA Tour 2001 (PS2):** Course Lighting, Mel Scripting and Envelope Weighting

WORK EXPERIENCE

Community Board: UBC Learning Exchange, Vancouver, BC (Graduate Project)

- Creating a community social networking site to connect community and researchers

Rhythm & Hues Studio, Los Angeles, CA

April 2009 - Current

- Educator – Training and support for Animators, Technical Animators and motion department artists.
- Development of web based knowledge sharing system for animators.
- Education of employees in India both in person and via video conferencing
- Animation Layout and Support

Dartmouth College, Hanover, NH

October 2008 – March 2009

- Lecturer – 3D Modelling course,
 - teaching character Modelling, Texturing, Rigging and animation using Maya
- Greenlite project consultant:
 - Mocap using Vicon 10 camera system and Gamification of energy monitoring system

Graphics Training Consulting

January 2008 – Current

Clients List:

- **Autodesk**, Montreal, Canada Training Consultant Developing courseware for XSI
- **Vancouver Film School**, Vancouver, Canada (November 2008)
 - XSI and ICE Training Workshop (2 days)
- **Gnomon School of Visual Arts**, Hollywood, CA (April – June 2008)
 - Instructor for Lighting and Rendering 2 (online course)
 - Instructor for XSI for Maya users (onsite course)
- **Digital Media Academy** – Stanford Summer Program, Stanford, CA (July 2008)
 - Instructor for Game Creation with Maya and Unreal 3 editor.

Electronic Arts, Redwood City, CA, USA

October 2000 – December 2007

Sr. Worldwide Graphics Trainer

- Development of custom courses and training employees worldwide in traditional concepts and core technical skills in tools including Maya, Softimage, XSI, Zbrush, Mudbox, Photoshop and Scripting.
- Creating online and offline training documentation and videos.
- Production Support - Assisting teams with problem solving and finding the most efficient techniques.
- Developed a no-cost system for live video streaming of courses and workshop between multiple locations.
- Production Artist, worked on several leading game titles on lighting, modelling, effects, rigging and texturing.

- **Academy of Art University**, San Francisco, CA, USA November 1999 – October 2000
Computers Art Instructor, Instructing courses in Advanced Animation, Effects and Compositing.
- **School of Communication Arts**, Raleigh, NC, USA November 1997 – November 1999
Advanced Computer Animation Instructor teaching traditional and computer animation skills
- **NanoTechnology Magazine**, Hawaii, USA March 1996 - July 1996
Freelance Animator and Team Leader for an animated video for the Discovery Channel of Canada.
- **Anglia University**, Cambridge, UK September 1994 - July 1995
Teaching Assistant for CAD class, Using AutoCAD and 3D Studio.
- **The Tavistock Clinic**, November 1992 - September 1993
University of London School of Medicine, UK
Systems administrator and Software Trainer

EDUCATION

- **Centre for Digital Media, Masters in Digital Media (Graduate Sept 2012)**
Masters Projects:
 - Tag 2.0 – Augmented Reality Social Iphone Game - Technical Director/Technical Artist
 - Programming and 3D Asset Creation
 - Ninja vs Cohero: HTML5 Interactive Narrative - Visual Effects Artist
 - Match-moving, compositing, modelling, rendering and set lighting
 - Quiver: 3D Interactive Narrative - Technical Art Director
 - Pipeline Development, Rigging, Animation and Modelling
- **Richard Williams Animation Master Class**, New York, NY
- **School of Communication Arts** Raleigh, NC, USA - Certificate in Advanced 3D Computer Animation
- **City of Oaks**, Raleigh, NC – Basic Acting, Puppeteering for Film
- **Anglia University** Cambridge, UK - BSc(Hons) Computer Science Specialised in Computer Graphics
- **Middlesex University** London, UK - HND Computer Studies

SKILLS

Computer Graphics Skills:

- 3D: Maya, Softimage, Zbursh and Mudbox
- Compositing: After Effects, Flint, Nuke, Shake and Composer.
- Other software experience: 3D Studio, AutoCAD, Avid, Face Robot, Flash, MotionBuilder, Photoshop and Premiere.
- Motion Capture using Vicon 10 camera system and Blade.

Computer and Programming Skills:

- Programming/Scripting Languages: ActionScript, C++, Objective C, Mel, Python, SQL, VBScript, JScript.
- Internet: HTML, HTML5, CGI/Perl, PHP, JavaScript, VRML.
- Operating Systems: Windows, Mac OS, IOS, UNIX.
- System administration on Windows, Mac and UNIX systems.

Game Development Skills:

- PS2, Xbox, Xbox 360 and Wii Development kits, RenderWare, Unreal 3 Editor, Unity

Video Production Skills:

- Filming with Standard and HD Video
- Video Editing, Streaming and Compression

Traditional Art Skills:

- Design, Cinematography and Photography.

Miscellaneous:

- Siggraph 2004 Panel Presenter
- School of Communication Arts advisory board member, advising on curriculum and course structure.
- Siggraph San Francisco Chapter Officer 1999-2000.
- 1998-99 Vice Chair, Siggraph North Carolina Research Triangle Professional Chapter.