

Tyler Thornock  
Character TD  
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## Work Experience

### Naughty Dog

Senior Character TD

January 2011 - Present

- Setup in-game and cinematic characters, including dynamics, cloth, blendshapes, weighting, and facial setups.
- Helped develop workflow for a swappable parts system for multiplayer and also weighted numerous meshes.
- Created and modified various tools to improve workflows.

Project:

Uncharted 3: Drakes Deception

### Lucas Arts

Character TD

March 2010 - November 2010

- Focused on multi-project and cross studio pipeline development of animation and rigging tools and various workflows.
- Created several tools using Python, Maya API, and PyQt.
- Developed skinning tools to allow quick iteration and polishing.
- Helped streamline and standardize the class and character creation process to minimize the time and effort needed for similar setups.
- Initial development and refactoring of facial tech. and engine driven support joints.

Project:

The Force Unleashed 2 DLC for PS3/XBox360

One Unannounced Title

### Nihilistic Software

Lead Character TD

March 2006 – March 2010

- Supervised and setup character and creature rigs.
- Setup in-game and cinematic facial setups, including blendshapes.
- Setup ragdoll and dynamics using Havok.
- Created and maintained a large array of tools for animation, rigging, and exporting designed to speed up and unify various parts of the pipeline, using MEL and Python.
- Helped manage the export of cinematic and game objects, including characters, props and equipment.
- Integrating motion capture into the pipeline using MotionBuilder and Maya.

Projects:

Conan for PS3/XBox360

Ratchet and Clank for PS3 Home

Playstation Move Heroes for PS3

God of War for PS3 Home

Zombie Apocalypse for PSN/XBox Live

One Unannounced Title

## **BlueFish FX**

Character TD

November 2008

- Responsible for creating several character/zombie rigs under a tight deadline.
- Created character setup tools to keep rigs consistent and friendly.

Project:

Metallica music video "All Nightmare Long"

### **Software**

Maya 5+  
Motionbuilder 7.5  
Havok

Mel Scripting  
Python Scripting  
Maya API

PyQt UIs  
Unreal3  
Adobe Photoshop

### **Education**

**Full Sail Real World Education**

Associate of Science in Computer Animation

Winter Park, Florida

February 2006