

Kat Curry

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Experience:

Animator, Rhythm and Hues, "Alvin and The Chipmunks", 06/2007-present

- Animate CG versions of Alvin, Simon and Theodore for the upcoming live-action film.

FX Artist, Rhythm and Hues, "Golden Compass", 02/2007-06/2007

- Create interactive effects elements such as pebbles and grass to enhance integration of cg characters in this live action film. FX done in houdini.

Massive Artist, DNA Productions, "The Ant Bully", 10/2004-08/2006

- Analyze crowd needs for entire film based on animatic. Design motion trees and plan animation clips and cycles for their use in Massive. Build agent brains. Plan and execute final shots.
- Rig multi-legged crowd characters, including facial expressions, and resolve issues with their use in Massive.
- Attend dailies and work closely with Animation Director.

Character Rigger, Core Feature Animation, Disney's "The Wild", 10/2003-09/2004

- Rig and skin ("capture") body and facial rigs for quadrupeds and birds in Houdini. Design wing and feather controls. Interact directly with animation leads to provide rig modifications.
- Provide feedback on and develop workflow using Houdini's capture layer paint and attribute compositing tools.

Previsualization Artist, Complete Pandemonium, Disney's "The Wild", 03/2003-10/2003

- Work closely with the Director to visualize storyboards through layout and blocking animation. Run, walk and flight cycle animation.
- Model and rig characters for use in previsualization.
- Assist lead TD with MEL programming tasks.

Motion Lead, Roger Corman's "Demon Slayer", 03/2002-08/2002

- Oversee all aspects of character modeling, texturing and setup of spiders, insects and snakes in Maya. Build and animate 3D cg human proxies to match live action footage for use in particle effects.
- Supervise creature animation and effects.

Lab Tech, Gnomon3d, School of Visual Effects, Hollywood, 04/2002-04/2003

- Assist students and staff on a variety of 3D software packages.

3D Artist, "Legalized America", a film by Michael Ball, 11/2000-05/2001

- Design, model, rig and animate bird character for mock commercial in this acclaimed live action short. This film was a 2001 Student Academy Award finalist.

Education:

- Animation Mentor
- Gnomon3d, Certificate Program, primary focus on character design, setup and animation.
- Boston University, Boston MA, courses in computer science.
- Massachusetts College of Art, life drawing, illustration and anatomy.
- Brown University, Providence RI, BA in Applied Math.

Software Knowledge:

Maya, Massive, Houdini, MEL scripting. Familiarity with OpenGL, C++, MotionBuilder, Perl.

Personal interests: Ultimate frisbee