

**chris carignan**  
TECHNICAL DIRECTOR

**SUMMARY OF QUALIFICATIONS**

Created content for ten years in the film and video game industries. Engineered tools for 4 major motion pictures, and 6 game titles. Achieved proficiency in: Houdini, Maya, 3DStudio Max, Mirai, MotionBuilder, Shake, RenderMan, Filmbox, After Effects, Photoshop, Illustrator, Dreamweaver, Flash, Python, MEL script, MAX script, JavaScript, C-Shell, CGI, PERL, HTML, and XML. Extensive knowledge of Mac OS X, Windows and Linux platforms.

**WORK EXPERIENCE**

6.2008 - Present

**LAIKA ENTERTAINMENT - PORTLAND, OREGON**  
**Coraline + Internal Development Pitches >> Senior Generalist TD**

As a generalist technical director, I will be modeling, texturing, animating, creating effects, compositing, or lighting on any given day. I also work on various tool development and pipeline fixes using MEL and Python.

8.2008 - Present

**THE ART INSTITUTE OF PORTLAND - OREGON**

Advanced 3D Modeling >> Instructor

11.2006 - 5.2008

**LAIKA ENTERTAINMENT - PORTLAND, OREGON**  
**Coraline + Jack and Ben >> Research + Development TD**

Was part of a team that created and supported the base level publishing system that was the core of the pipeline. Worked directly with the CG Supervisor to tailor the pipeline more closely to what they desired. Developed various tools including submission to dailies tools and editorial cut publishing tools.

4.2005 - 11.2006

**SONY PICTURES IMAGEWORKS - CULVER CITY, CALIFORNIA**  
**Monster House + Beowulf >> Pipeline/Animation Support TD**

Designed and developed in-house animation tools and GUI. Supported animation, modeling and lighting pipelines. Worked with animators and other technical directors to solve production issues and make tools run more efficiently. Maintained and supported internal animation tools. Worked under tight deadlines and in a team environment.

5.2003 - 4.2005

**SONY PICTURES IMAGEWORKS - CULVER CITY, CALIFORNIA**  
**The Polar Express >> Production Services Technician**

Assisted artists in troubleshooting RenderMan errors, Maya files, and Filmbox files. Created programs to aid artists, and built a smooth work flow for the production staff [C-Shell, MEL, CGI, and PERL]. Worked with coordinators to ensure all data was present for director screenings and daily reviews. Also assisted on various in-house projects using Houdini, Maya, RenderMan, and many in-house tools.

2.2002 - 10.2002

**VISIONSCAPE INTERACTIVE - POWAY, CALIFORNIA**

SeaBlade [Xbox] + EverQuest [PC] >> Lead 3D Artist

11.1999 - 2.2002

**SOLWORKS/SONY 989 STUDIOS - CARLSBAD, CALIFORNIA**

NHL FaceOff 2002 [PS1 and PS2] + NHL FaceOff 2003 [PS2] >> Lead 3D Artist

6.1999 - 10.1999

**WOLFPACK STUDIOS - AUSTIN, TEXAS**

ShadowBane [PC] >> 3D Artist/Pipeline TD

**EDUCATION**

9.1996 - 5.1998

**THE ART INSTITUTE OF FORT LAUDERDALE - FLORIDA**

Associate of Arts in Computer Animation  
Graduated Summa Cum Laude

**INTERESTS**

Drawing, watching classic Disney, Hanna-Barbera, Warner Bros. + UPA cartoons, collecting vintage Golden Books + View-Master reels, Mary Blair, Tex Avery, Walt Peregoy, mid-century design, playing guitar, martial arts and running