

# Enoch Ihde

604.789.6056 : 703.945.7712

[emiccs@gmail.com](mailto:emiccs@gmail.com)

## Summary

Character TD with fine arts background, loves intricate technical problems. Over a decade of experience tackling new challenges including creation of rigging and animation tools, several bespoke crowd solutions, technical supervision of models and rigs, developing a facial rigging pipeline, creating and implementing new rigging approaches to improve performance and deformations, eg. skin sliding, custom blend shape solver, etc; optimization of existing workflows, project planning, rigging production bidding, supervision, task delegation. Coordinated with and streamlined interdepartmental asset handoffs, including modelling, rigging, animation, hair, cloth, lighting. All that and a whole lot of rigs on a wide variety of projects.

## Professional Work Experience

**Sony Pictures Imageworks** - Vancouver, BC  
*Character Setup TD*

July 2014 - Present

**Psyop** - Venice, CA  
*Freelance Technical Director*

December 2013 - June 2014

**Blur Studio** - Culver City, CA  
*Rigging Development TD*  
*Lead Character TD/Lead Facial Rigging TD*  
*Character TD/Facial Rigging TD*

July 2007 – September 2013  
March 2012 – September 2013  
January 2011 – March 2012  
July 2007 – December 2010

**Threshold Animation** – Santa Monica, CA  
*Character TD*

March 2007 – July 2007

**Barnyard the Movie** – San Clemente, CA  
*Compositor*  
*Character/Shot Finaling Artist*

July 2005 – June 2006  
April 2006 – June 2006  
July 2005 – April 2006

## Education

**College of William and Mary** – Williamsburg, VA

1999 - 2003

Bachelor of Arts – Fine Art with emphasis on sculpture, secondary emphasis drawing & printmaking.

## Skills & Expertise

Excellent mix of fine art and technical background  
Ample scripting experience, some C++  
Strong knowledge of the figure  
Mechanical, organic, character, creature, cartoony, realistic  
Detail oriented, dedicated, innovative problem solver  
Voracious and quick learner  
Software: Autodesk Maya, Softimage, 3DS Max, Arnold, Photoshop, Zbrush, Syflex  
Languages: Python, PyQt, Mel, C++, Javascript, KL

## Creative Outlets & Interests

Photography, rock climbing, snowboarding, backpacking, camping, VR, AR, Quake

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## Selected Project List

### Sony Pictures Imageworks

2016

*Smurfs: The Lost Village*

2015

*Alice Through the Looking Glass*

### Psyop

2013

*Hollywood Gum*

2014

*Samsung Fifa Galaxy 11*

### Blur Studio

2013

*League of Legends Trailer*

*Elder Scrolls Online*

2012

*The Amazing Spiderman*

*Dead Rising 3 Trailer*

*Dishonored*

2011

*Deadpool Test*

*Girl With the Dragon Tattoo Titles*

*Lost Planet 3*

2010

*Batman Arkham City*

*DC Universe Online Trailer 1*

*Fable 3*

*Knight's Contract Trailer*

*Force Unleashed 2 Trailer*

*The Goon Comic-Con Spot*

*Star Wars: The Old Republic*

2009

*Bioshock 2*

*Speed of Magic – Ferrari World Abu Dhabi*

*Force Unleashed 2*

*Mass Effect 2*

2008

*Fable 2*

*Halo Wars*

*Jabberwocky*

*Simpsons Ride – Universal Studio*

2007

*Ironman*

### Threshold Animation

2007

*Foodfight!*

### Barnyard The Movie

2006

*Barnyard, The Original Party Animals*