

JOHN-HENRY LIENARD

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SUMMARY

Singapore Permanent Resident of French nationality. 5+ years industry experience in TV and film studios. Studies completed at the Academy of Art University, San Francisco with a Masters of Fine Arts in Computer Arts and Visual Effects (Major in 3D Modeling). Currently employed at Oriental Dreamworks as a Rigger.

WORK EXPERIENCE

Oriental Dreamworks, Shanghai

Rigger

Jun 2014
to Present

- Developed new rigging assets for hero characters during implementation of a fresh rigging pipeline for two undisclosed feature film projects.
- Responsibilities include rig creation, enveloping, blend shape creation, and creative rigging. Tasked with identifying and troubleshooting rigging issues, implementation of features as requested from animation and assisting senior riggers with their work.

One Animation, Singapore

Rigging Technical Director

Oct 2012
to Nov 2013

- Worked on animation rigs for assets and characters on 3 major projects. Daily tasks include: rig creation, weight painting, facial and body corrective blend shapes, expression adjustments and character effects.
- Supplied technical assistance for animation and asset teams ranging from pipeline concerns to scripting repetitive or tedious tasks.

3D Generalist

May 2012
to Oct 2012

- Job responsibilities include asset and background design, modeling, texturing, and shading on major projects.
- Eventually filled in the role of render wrangler and quality control of shots during implementation of new rendering pipeline.

Lucasfilm Animation Singapore, Singapore

Technical Support Specialist

Mar 2011
to May 2012

- Provided 1st and 2nd level technical support for artists across all production departments (TV, Film, and Games) within the studio such as 3D modelers and animators.
- Provided direct and remote assistance to artists, such as, identifying, troubleshooting, and resolving software and hardware issues related to their work.

3D Organic Modeling Apprentice (JUMP program)

Jun 2010
to Dec 2010

- Completion of a 6 month intensive training program with a focus on organic modeling, anatomy, and facial expressions.
- Adhered to tight production timelines while working on 3D assets which include hero models and environment assets for 'Strange Magic'.

WORK EXPERIENCE

Sunwoo Entertainment Asia-Pacific, Singapore

Jan 2010
to Jun 2010

3D Character Modeler

- Worked on a Disney TV 3D animated series, 'Special Agent Oso', currently aired on the Disney Playhouse channel.
- Responsible for character modeling, texturing, and creation of facial expressions of 3D characters based on concept art provided.

EDUCATION

Academy of Art University, San Francisco, USA

2005 to 2008

- [Master of Fine Arts in Animation and Visual Effects](#)
- Date of graduation: May 2008

Academy of Art University, San Francisco, USA

1999 to 2004

- [Bachelor of Fine Arts in Computer Arts](#)
- Date of graduation: August 2004

American University of Paris, Paris, France

1997 to 1999

- [Bachelor of Science in Computer Science \(Year 1 & 2\)](#)

AWARDS

Computer Arts Spring Show 2000 (Academy of Art University)

- 3D Modeling Category – 1st place Student Votes for "Desert Swarm"
- 3D Modeling Category – 2nd place Teacher Votes for "Desert Swarm"

IT SKILLS AND LANGUAGES

Programming: Entry level Python and Mel scripting.

Software: Softimage/XSI, Maya, ZBrush, Photoshop, Illustrator, After Effects.

Languages: Proficient in written and spoken English and French.