

MIKKEL CAIAFA

EXPERIENCE

id Software

Animator
October 2008-Present

SOFTWARE: Maya, Motion Builder, Proprietary Software.

PROJECTS: Rage and Doom4
- Animator.

THQ (Paradigm Studio)

Animator/Technical Animator
July 2006-October 2008

SOFTWARE: Maya, Motion Builder, Havok Behavior, Proprietary Software.

PROJECT: Unannounced First Person Shooter. Video Game for Xbox 360 and Playstation 3.
- Character Animation and Supervision. Motion Capture Animation and Supervision. Character Rigging and Supervision.
- Animation Pipeline Design.
- MEL Scripting: Animation Pipeline, General Pipeline Tools.

PROJECT: Stuntman: Ignition. Video Game for Xbox 360, Playstation 3 and Playstation 2.
- Character Animation and Supervision. Environment Animation. Created Character Rig. Created Vehicle Damage Rig.
- MEL Scripting: Character Rigging system, Vehicle Shader Preview & Export Tools, and various General Pipeline Tools.

Reel FX

Freelance Character TD
August 2007-December 2007

SOFTWARE: Maya.

PROJECT: Kung Fu Panda Interstitials.
- Rigged cartoony Viper snake body. Various small tweaks and cleanup on the other characters.

Atari (Paradigm Studio)

Animator
February 2003-July 2006

SOFTWARE: Maya, Proprietary Software.

PROJECT: Terminator 3: Redemption. Video Game for Xbox, Playstation 2 and Gamecube.
- Animation for In-Game and Cinematics. MEL Scripting and Pipeline Optimizations.

PROJECT: Dungeons & Dragons: Dragonshard. Video Game for PC.
- Character Animation (outsourced).

Passion Pictures

Animator
September 2002-October 2002

SOFTWARE: Lightwave, Messiah

PROJECT: Harry Potter and the Chamber of Secrets. TV Commercial for Electronic Arts' Harry Potter Game.
- Character Animation.

PROJECT: "I'm Still Here" by John Rzeznik of the Goo Goo Dolls. Theme song from Disney's feature film Treasure Planet.
- Music Video.
- Animation, Scene Setup and Compositing.

Mill Film

Animator
March 2002-August 2002

SOFTWARE: Maya, Proprietary Software

PROJECT: Harry Potter and the Chamber of Secrets. Feature Film.
- Character Animation.

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EXPERIENCE (CONTINUED)

Digital Animations

Animator

January 2000-March 2002

SOFTWARE: Lightwave, Magpie, Digital Fusion, Premiere, Proprietary Software, XSI, Maya.

PROJECT: Scottish Power. TV Commercial.

- Supervised a team of 7 artists. Animated most hallway shots. Responsible for Layout, Shot Breakdown and Edit.

PROJECT: Famous Grouse Finest Scotch Whisky. TV Commercial.

- I Wrote and Directed this ad. Supervised a team of 6 artists. Animated cartoony bird and camera.

PROJECT: Head to Head with Britney Spears. Half hour TV Show.

- Supervised 6 animators and Animated the CG host of the show with full facial animation.

PROJECT: James Bond '007 Racing'. Game Cinematics for EA Games for the Playstation.

- Supervised animation. Facial Setup and Animation on James Bond. Animated vehicles. Responsible for Shot Breakdown and Edit.

PROJECT: Alone in the Dark IV. Game Cinematics for Infogrames for the PC & Playstation.

- Facial Setup and Lipsynch on 6 characters. Character and Camera Animation. Responsible for Shot Breakdown and Edit.

Max Ink Cafe

Animator

March 1999-December 1999

SOFTWARE: 3D Studio MAX, Digital Fusion.

PROJECT: Roger Corman's Nightfall. Feature Film.

- Responsible for taking individual shots from storyboards through to final composite, including modeling, texturing, lighting, rigging, animating, rotoscoping and compositing.

PROJECT: Black Scorpion. Episodic TV Show.

- Responsible for taking individual shots from storyboards through to final composite, including modeling, texturing, lighting, rigging and compositing.

PROJECT: Players. CG Series Pilot.

- Responsible for lipsynch, character animation, some rigging and mocap.

EDUCATION

Ringling School of Art and Design

BFA, Computer Animation, 1994 - 1998

Minor in Photography

Graduated with Honors

Relevant Coursework: Creating Theater, Acting, Storyboarding, Film Theory

FESTIVAL PARTICIPATION

1998 Alias/Wavefront Student Competition Honorable Mention

SIGGRAPH 1998 SigKIDS Theater

Imagina 1999, Monaco

Canal+ (European Public TV)

2000 Cyber Media Art Festival, Spain

2000 Jeunes Cineastes, France

1999 Altromondo/Otherworld, Italy

1999 "Visual Fantasy" Exhibit, Tokyo, Japan

1998 Tampere 29th International Short Film Festival, Tampere, Finland

1998 Sixth Annual New York Digital Salon

PUBLICATIONS

"Tequila Rescue" Published in Leonardo Volume 31 Number 5, Journal of the International Society for the Arts, Sciences, and Technology; The MIT Press

Published in www.digitalanimators.com, "After College" Article about getting a job in the industry.

Computer Graphics World, February 2000, Article about the short film "Only Hope" directed by Joe Francis, CG Supervisor of Independence Day, which mentions the contributions I made to the film.