

ROBERT BARDY

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PRIME FOCUS - Los Angeles

November 2010 - Present

Stereoscopic Compositing Artist: Stereoscopic conversion using Fusion software, convert 2D films to 3D stereoscopic.

Project: STAR WARS Episode 1: THE PHANTOM MENACE

SONY COMPUTER ENTERTAINMENT AMERICA - San Diego

September 2009 - November 2010

Character Animator: Motion Builder Animator on cinematics and gameplay on the highly successful **MLB (MAJOR LEAGUE BASEBALL) 10 - THE SHOW PS3 video game** for PS2/3. Ramp up quickly from start to a productive pace. Develop new technique for animating and motion-editing captured baseball bats which retains the quality of the captured motion in bat and batters' arms. Maintain very high quality levels while increasing productivity and assuring animations are to spec and function for game engine. Member of team which will adapt and convert all previous MLB game animations to a new skeleton. Work in proprietary software to prepare animations for game engine. Alienbrain asset management.

TECHNICOLOR - Burbank

April - July 2009

Character Animator: Facial and biped body animation, camera and cinematics animations and fixes from director notes and storyboards in Maya and Max for in-game and cinematic sequences on two video games, **SILENT HILL** and **DARKSIDERS**. Produce high quality animations under very tight schedule demands. Coordinate with other team members to manage priorities and assure on-time deliveries to client. Alienbrain asset management.

MOTION THEORY - Venice, CA

March - April 2009

Motion Builder and Maya Animator: On the **Black Eyed Peas music video "Boom Boom Pow"**, choreograph and animate motion capture data in Motion Builder and Maya, creating 'pods' of dancers, matching dance moves to music beats and to the band members.

DIRECTOR: MATTHEW CULLEN (**Grammy Award** for *Weezer's Pork and Beans*).

ANIMATION VERTIGO - Manila, The Philippines

October 2008 - January 2009

Motion Builder Instructor: Train a 9-member team of new animators in Motion Builder to edit and animate motion capture data. Developed comprehensive training plan in advance with measurable goals intended to develop all required skills. Emphasis was on skill building, teamwork, communication and intuition building for future skills development. This was Animation Vertigo's first foray into Motion Builder and animation. Most of the animators had no prior animation experience. The team successfully reached their goals and is now producing high quality work under heavy schedule demands. Oversaw the creation of documentation and wrote much of the documentation of Animation Vertigo's production processes, procedures and Motion Builder techniques for the new animation department.

VICON - HOUSE OF MOVES - Los Angeles

February 2007 - September 2008

Motion Capture Artist: Animation and retargeting in Motion Builder. In-game animations, cinematic animations, cycles and blends, props. Solve captured data and prep files for use in Motion Builder. Became resident motion editing expert on THQ wrestling game mocap. Created extensive, illustrated documentation and tutorials for procedures, processes and pipeline flow at HOM.

SAMPLE GAMES: ♦ Smackdown vs. Raw 08 ♦ Smackdown vs. Raw 09 ♦ WWE Legends ♦ Golden Axe ♦ Time Shift ♦ Resident Evil 5 ♦ Uncharted 2 ♦ The Lord of the Rings: Conquest

JIM HENSON'S CREATURE SHOP - London, UK

April - September 2003

PRIDE - Animation Supervisor & Lead Animator: Supervise development of characters, models, animation technique, target blendshapes for dramatic narrative BBC-TV production of talking lions; **Animation Lead** for team of 6 animators; training and creative direction of animators' work; develop production pipeline. 3D work done in Maya.

SONY IMAGE WORKS - Los Angeles, CA

January - April 2002

STUART LITTLE 2 - Character Animator: In Maya, animate lip sync, brows, eyes and facial expressions on talking cats, Snowbell and Monty.

VES Award: In 2003, the Visual Effects Society recognized **Stuart Little 2** for **Best Character Animation in an Animated Motion Picture**.

COMPUTER CAFE - Santa Monica, CA

May - July 2002

SPY KIDS 2 - In Maya, full-body animation of skeleton characters, a la Ray Harryhausen's Jason and the Argonauts.

RHYTHM & HUES - Los Angeles, CA

April - May 2002

MEN IN BLACK II - Lighting TD: Scripting, lighting, materials, texture painting and mapping for face and inside of mouth on talking animals. Rendering and final compositing.

RHYTHM & HUES - Los Angeles, CA

January - June 2001

DR. DOOLITTLE 2 - Lighting TD: Scripting, lighting, materials, texture painting and mapping for face and inside of mouth on talking animals. Rendering and final compositing.

CALLAWAY EDITIONS - New York

March - May 2005

MISS SPIDER'S TEA PARTY - Character Animator: Character animation for a children's DVD from the popular children's book.

Independent Contractor - New York, NY

November 2003 - November 2004

- ◇ Character animation of batter, pitcher for **ABC Little League World Series**
Betelgeuse Productions
- ◇ Animate, light, render dancing TV's - **USA Networks / NBC – Trio cable network**
- ◇ Animation, lighting, rendering of digital cameras for commercial - **Imaginary Forces - Olympus**
- ◇ Brawny, Long John Silvers - **RIOT**
- ◇ Panasonic camera - **Imaginary Forces**
- ◇ OH! Cable Network - **Broadway Video**
- ◇ Internal Video - **HP-Sprint**

OMAHA PRODUCTIONS/ALLIED ARTS AND SCIENCE - Santa Monica, CA

November 2002 - December 2002

Hewlett Packard/Compaq Commercial - Character Animator: In Maya, rigging, weighting, animation (body and facial) on game-like characters for TV spot.

SYNAPIX, INC - Santa Monica, CA

May 1999 - January 2000

Customer Support Engineer:

- ◇ Support west coast client sites for SynaFlex and MatchMaker software.
- ◇ Directly involved in SynaFlex product re-design at Lowell, MA Corporate Headquarters.
- ◇ Product demos at SIGGRAPH.
- ◇ Provide product enhancement feedback to development engineers.

Cinesite - Los Angeles, CA

July 1996 - June 1998

SPHERE - CG Sequence Supervisor, Character Animator

SOFTIMAGE - JELLYFISH TUTORIAL

AIR FORCE ONE - Animator

SIGGRAPH - Presentation (Los Angeles Local)

SKILLS / EDUCATION / INTERESTS

◇ UNIX/Linux, Windows, Maya, Motion Builder, AlienBrain, Diva, Photoshop, Premiere, MS Office software.

◇ BS Computer Engineering – [University of Michigan](#)

◇ Golf, guitar, harmonica, literature, current events, climate change, hockey, film, music, science and nature documentaries.