

# George Gordon Ridge

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## DILIGENCE:

*Self-taught:* LightWave 3D (ver. 4.0 though 9.5x (Private beta tester)), Real Flow 3, Particle Illusion 3, Maya 8.5, Vegas 7.0, Video Toaster 2, Photoshop CS3, Dreamweaver CS3, AutoCad 9, Blender 2.45, Butterfly Net Render 3.64, BobCad CNC

## STRENGTHS:

- Strong detail-oriented skills.
- Effectively handles multiple tasks simultaneously.
- Demonstrated ability to acquire and apply knowledge rapidly.
- Independent; works with minimal supervision and contributes to all team endeavors.
- Tenacious problem solver, who enjoys the challenge.

## CG PRODUCTION EXPERIENCE:

### WET CEMENT PRODUCTIONS, INC. / RISING STAR STUDIOS, LLC

2005 – 2008

Cg Supervisor / Lead Technical Director of Lighting and Effects, responsible for a 'magnitude factor' of improvements to the production pipelines on the Emmy Award Winning "Auto B Good" 2nd season, two "Roach Approach/Bug Rangers" DVD series - including a theatrical release short, and "The Moodsters" straight to DVD pilot

- Awarded a 24% raise for outstanding job performance, after the first five months.
- Invented innovative pipeline solutions for reintroducing artists creativity and speed of production.
- Exceeded personal challenges and goals by utilizing five computer stations.
- Received three promotions from Technical Director to Lead Technical Director, and then to CG Supervisor

### UNESCO/KEREMEDIA (London & Paris)

2000 and 2004

Contracted Technical Director / Animator - via Keremedia (UK), pro-bono work for a DVD intro animation, for their "Slave Trade Route" series.

### RHYTHM and HUES

2003 – 2004

Contracted Technical Director / Animator - "21st Century Insurance" (four commercials in 5 weeks), EA Games "Golden Eye" (Game intro for E3 Gaming Convention), and previs for Mercedes Benz "Beast" commercial.

### FAT BOX

2002

Contracted Technical Director / Animator - Assembled a custom team to complete Sierra Online's game-intro for "SWAT" E3 release. Delivered two days early, and under budget.

### FOUNDATION IMAGING

1999 and 2001

Technical Director / Animator – Assisted in production, and delivery of three fully 3D animated series.

Performed multiple tasks as; Technical Director/Animator/Modeler/Quality Control

- Awarded a 40% raise for outstanding job performance.
- Presented creative solutions for the ease of production.
- Instilled team pride and sprit in all work accomplished.

### TIPPETT STUDIOS

1998

Facial and Motion Capture R & D (four month internship)

Researched technical problems, regarding ease of practical movement for motion input devices, and feasibility of early facial capture. Involved in operating multiple machine tools to fabricate prototype parts.

### CHEROKEE ACCESSORIES

1988 – 1998

Production Ombudsman / Technical Director / Animator - 3D Graphics

- Implemented new and creative product sales.
- Managed numerous product lines, and oversaw mission critical tooling and machine tool production.
- Evaluate and implement new acquisitions.
- Aided in presenting seminars for inventor groups.
- Produced and animated a 56 minute videotape "Reproduce Almost Anything".

## EDUCATION:

OHONE COLLEGE

Fremont, California

Electrical Technology, 1995-96

CAD Drafting, 1988

Chabot College

Hayward, California

Numerical Control Machine Tool Technology / CNC, 1989-91