

Tony Chai

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EXPERIENCE

Walt Disney Animation Studios

March 10 - Present

<http://www.disneyanimation.com/>

General Technical Director

Olaf's Frozen Adventure (2017), Moana (2016), Zootopia (2016)

Led technology initiatives between Disney, Pixar, Lucasfilm, and ILM to share processes and techniques between our studios. Prioritized software tasks based on risk vs reward for production needs. Designed asset conversion process to support older data from previous productions. Mentored other Technical Directors to complete pipeline/support tasks.

Effects Technical Director

Big Hero 6 (2014), Frozen (2013), Wreck-it Ralph (2012), Tangled Ever After (2012)

Product Owner of effects's code repository, handled code reviews and design decisions for new contributions. Automated fx templates to run based on certain conditionals from front-end departments (animation/layout), saving hundreds of hours. Developed tools in Houdini/Maya to support heavy fx datasets for lighting.

Lighting Assistant Technical Director

Prep and Landing: Naughty vs Nice (2011), Tangled (2010)

Pipeline data management between lighting and effects. Developed publish process for lighting to pick up GL visualization of procedural elements. Rendered lighting shots and composited stereoscopic shots.

Stereoscopic Artist

Lion King 3-D (2011)

Stereoscopic compositing. Created depth maps in the original artwork layers to final shot.

soVoz

October 09 – February 10

<http://www.sovoz.com>

Software Developer

Worked on interactive 3D simulation/gaming content for a wide variety of applications, such as using an elliptical exercise machine as a virtual locomotion controller for a motorcycle racing game.

EDUCATION

University of Pennsylvania, Penn Engineering/Penn CIS

Masters of Science in Engineering in Computer Graphics and Game Technology 12/2009

Relevant Courses: Computer Animation, Computer Graphics, Game Design and Development, 3D Modeling, Physically-Based Animation, Engineering Entrepreneurship

University of California Irvine, College of Engineering

Bachelor of Science in Computer Engineering 03/2008

Honors: Dean's Honor List 04-06

Relevant Courses: Graphics (OpenGL), Algorithm Design, Electronics, Computer Architecture

PROJECTS

- **Maya Plug-in**

Wrote a Maya Plug-in that automatically rigs a biped character. Based on Baran's SIGGRAPH 2007 Pinnocchio paper [Automatic Rigging and Animation of 3D Characters].

- **Automatic Guitar Tuner**

Designed and invented an automatic guitar tuner that twists the pegs of a guitar to the correct pitch when plucked.

TECHNICAL

Languages: C++, Python, Java, OpenGL, Qt, MEL, HTML

Applications: Houdini, Maya, RenderMan, Nuke, Android App Development, VICON Motion Capture, Gamebryo, ZBrush, Adobe Premiere/After Effects/Photoshop, Arduino Microcontroller