

MIKKI ROSE

mikkirose@gmail.com | linkedin.com/in/mikkirose

Character Grooming and Simulation Artist

Accomplished Senior Grooming and Character Simulation Artist offering 14 years in animation and VFX production, specializing in fur / hair / feather grooming. Strong record of versatility, technical procedural development, and leading high performing teams.

REEL

<https://vimeo.com/512789594>

HIGHLIGHTS

- Advanced skill in Maya and Houdini, with building knowledge of virtual production.
- 20-year SIGGRAPH volunteer, Conference Chair in 2019 with 18.5K+ attendees.
- Keynote Speaker at 2020 Computer Simulation & Gaming Conference.

CORE EXPERTISE

3D Feature Animation
Visual Effects
Character Grooming
Simulation Setup/Shots
Problem Solving
Timeline Management
Training & Mentorship
Cross-functional Teams

CAREER PROGRESSION

Walt Disney Animation Studios

Burbank, CA

Character Technical Director

2021 – 2022

Created hair simulation rigs with customized dynamic solver settings for simulated characters, collaborated with Look on hairstyle R&D and presented grooms in motion for Director approval. Managed transfer and update of crowd character hair sim rigs from previous shows. Rendered images for daily review, making rapid adjustments for efficient asset turn-around. Documented new techniques, character hair simulation rigs, and updated training materials.

- Films: *Unannounced Project (2022)*
- Anticipated end date March 2022.

Blue Sky Studios

Greenwich, CT

Characters Fur & Character Simulation Lead

2013 – 2021

Led teams across both Fur and Character Simulation departments, handling grooming, simulation preparation, and maintenance of hair / fur assets, as well as development and testing of hair / fur simulation rigs. Reviewed grooms and shots, ran team meetings, and held regular check-ins with artists. Worked with Production Management to bid production schedules. Collaborated with Production Technology to test and refine new USD pipeline, asset management system, and Houdini hair / fur grooming and simulation pipeline tools and workflow. Created and maintained documentation, and trained crossover artists and new hires.

- Film: *NIMONA (unreleased)*
- Successfully created main character groom, revamped 2 other hero character grooms and simulation rigs, with several more on target for approval at studio closure.
- Initiated and built new Fur Confluence workspace, migrating from previous wiki and implementing tagging system.

Senior Fur / Character Simulation Artist

Created hair, fur, feather, and environment grooms in alignment with design artwork, as well as hair simulation systems for early testing and presentation of grooms. Created character simulations for cloth and hair in shots.

- Films: *FOSTER (unreleased)*, *NIMONA (unreleased)*, *SPIES IN DISGUISE (2019)*, *FERDINAND (2017)*, *ICE AGE 5 (2016)*, *PEANUTS (2015)*
- Served as Lead Instructor and Mentor for 3 summer internships, and updated curriculum and training assets.

Sony Pictures Imageworks

Culver City, CA

Cloth & Hair Technical Director / Lead

2009 – 2013

Created hair grooms to match client artwork, including dynamic hair rigs, R&D of default dynamic solver settings for simulated characters, and environment creation with GIT. Simulated cloth and hair motion in shots, driving realistic / artistic priorities to meet vision of Director. Rendered images for daily review, making rapid adjustments for efficient shot turn-around. Lead Hotel Transylvania team, training and documentation, and assisted with bidding and scheduling.

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- Films: *CLOUDY WITH A CHANCE OF MEATBALLS 2 (2013)*, *OZ THE GREAT AND POWERFUL (2013)*, *HOTEL TRANSYLVANIA (2012)*, *MEN IN BLACK III (2012)*, *ARTHUR CHRISTMAS (2011)*, *ALICE IN WONDERLAND (2010)*
- Earned 4 *Applause Awards* for teamwork and leadership efforts.

Rhythm & Hues Studios

Los Angeles, CA

Technical Animation Technical Director / Lead

2007 – 2009

Managed day-to-day operations for team of 10-15 Technical Animation TDs, while completing full load of own shot work. Trained new TDs, enhanced look with new techniques and tools, and presented shots to VFX Supervisors.

- Films: *ALVIN AND THE CHIPMUNKS: THE SQUEAKUEL (2009)*, *ALIENS IN THE ATTIC (2009)*, *NIGHT AT THE MUSEUM: BATTLE OF THE SMITHSONIAN (2009)*, *THE MUMMY: TOMB OF THE DRAGON EMPEROR (2008)*, *THE GOLDEN COMPASS (2007)*, *ALVIN AND THE CHIPMUNKS (2007)*

SKILLS

Maya | Houdini | Katana | Voodoo | Final Cut Pro | Adobe Photoshop | Gimp
Vellum | Qualoth | FXHair | Nucleus

VOLUNTEERISM

SIGGRAPH | 2002 – Present

- As **2019 Conference Chair**, built team to manage 22 programs covering outreach, intake, jury, and presentation of submissions. Managed all conference logistics including venue, budget, marketing, and team leadership, successfully hosting 18.5K+ attendees from 79 countries, with 700 presenters and 180 exhibitors over 5 days.
- Currently **Conference Advisory Group Chair (2020 – 2023)**, leading team of Conference Chairs and Advisors in navigating multi-year issues impacting SIGGRAPH conferences, including strategy implementation, budget, format, locations, volunteer recruitment, and RFP processes.
- Held positions spanning *Student Volunteers Chair (2012)*, *General Submissions Juror (2013)*, *Computer Animation Festival Co-Director (2015)*, *Production Sessions Chair (2016)*, and more.

MEMBERSHIPS

Association for Computing Machinery (ACM)
ACM Special Interest Group Graphics & Interactive Techniques (SIGGRAPH)
ACM SIGGRAPH Chapters *Currently NYC, Formerly Los Angeles*
International Animated Film Association (ASIFA)
Visual Effects Society (VES)
Women in Animation (WIA)

TRAINING

SmithBucklin Leadership Institute 2016 | Chicago, IL

EDUCATION

MFA Digital Production Arts | Clemson University | Clemson, SC

BS Mass Communication & BS Computer Science | Middle Tennessee State University | Murfreesboro, TN
Digital Animation Concentration & Art Minor