

Olun Riley

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OBJECTIVE

To obtain a position where I will continue to grow my leadership qualities, maximize my skill set and work closely with a team to fully realize the Director's vision.

POSITIONS HELD

CG Supervision * Look development * Key Lighting * Compositing * EFX * TD * Power User

SKILL SET

Renderman * Pre-Visualization * Maya * Mel * SLIM Shader Development * Animation * Shake * Perl * Unix / Mac OSX

FILMOGRAPHY

Tangled * Bolt * Meet the Robinsons * Lion King:3D * Beauty & The Beast:3D * The Polar Express * X-Men:The Movie * Ocean's 11 * Envy * Red Planet * Clockstoppers * Solaris * Anastasia * El Dorado * Freddy vs Jason * Daredevil * Vanilla Sky * The Core * The Time Machine * Spy Kids 2 * Thirteen Ghosts

EXPERIENCE

WALT DISNEY ANIMATION STUDIOS (Burbank, CA)

(June 2005 - present)

* Sequence Supervisor on “**Lion King: 3D**“ (2011) & “**Beauty & The Beast: 3D**” (2009).

Developed workflow and processes for converting 2D artwork into a 3D presentation. Managed teams of artists from various disciplines in house for each sequence.

* Sequence Lead on “**Bolt**” (2008)

Seq: *Hilly Streets Chase, RV Park, Calico's Bunker & Temple of Doom Set*

Developed Master Lighting and Managed teams of lighters for sequences above

* Key/Lead Lighter for “**Tangled**” (2010) and “**Meet the Robinsons**” (2005)

SONY PICTURES IMAGEWORKS (Culver City, CA)

(June 2003 - June 2005)

Look Dev on all the main characters of “**Monster House**” using Maya and Arnold.

Senior Lighting TD on “**Polar Express**” using proprietary tools (BIRPS & Bonsai).

Provided final lighting & compositing of all elements in shots. Also took shots through to stereo final.

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EXPERIENCE (continued)

CINESITE (Hollywood,CA)

(March 2000 - May 2003)

Worked directly with Stephen Soderbergh on Previz for the opening sequence of "Solaris". Developed pipeline for live Previz sessions.
CG supervisor for Barry Levinson's "Envy" on set and in house.
CG supervisor in house on FX work for "Freddy vs Jason".
Lead Lighter/Look Dev TD and SLIM shader developer on "X-Men", "Ocean's 11", "Red Planet", "Clockstoppers"(VFX Mike Fink).
Animation Pre-vis on Josie's Bar sequence on "Daredevil"
Contributed on lighting pipeline and R&D testing on global illumination for the facility.

DREAMWORKS ANIMATION (Glendale,CA)

(Sep 1998 - Dec 1999)

EFX artist/Lighting TD in Digital FX department for "The Road to El Dorado". Final compositing and lighting of 3D elements. Animation of debris, lava and particle effects for water splashes in the movie's climax. Maya, Animo & Renderman.

FOX ANIMATION STUDIOS (Phoenix,AZ)

(Jan 1995 - Sep 1998)

Computer Animator in the 3D dept using Softimage 3D, Toonz & Eddie.
Created 3D environments/backgrounds for sequences in "Anastasia". Wrote shell scripts to facilitate production, which later became official production pipeline tools. Also did the rigging, animating, texturing, lighting and compositing of the 3D Pegasus statue at the film's climax.

* BLUE SKY/VIFX (Los Angeles,CA)

(May 1998 - Jul 1998)

Pre-Vis for VFX Jim Rygiel on drone attack sequence in "Star Trek: Insurrection".
Worked (on loan from Fox) on the final sequence of the movie "Blade" using Houdini.

SULLIVAN BLUTH STUDIOS (Dublin, Ireland)

(Aug 1993 - Nov 1994)

Worked directly with Don Bluth and Dean DeBlois in the Story Dept to develop a non-linear editing toolset that would assist in the timing of storyboards on "The Pebble and the Penguin".
Computer Animator during production to create 3D elements/props for the film using Softimage.

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PERSONAL

Creative, Technical, Collaborative, Leader, Strong communication skills with Directors & Art Directors.

INTERESTS

Photography, Movies, Drawing, Animation, Music, Computers, Soccer, Ultimate Disc

EDUCATION

Bachelor of Arts Degree
UNIVERSITY OF TORONTO
(1987-1991)
Toronto, Canada

Diploma in Classical Animation(ISSA)
SHERIDAN COLLEGE
(Summer 1988 -1990)
Oakville, Canada

REFERENCES

Available on request.

Dean A DeBlois, Director, Dreamworks Animation

Serge Stretchinsky, Supervising Technical Director, Dreamworks Animation

Jeff Baksinski, Pipeline Design Supervisor, Prime Focus

David Satchwell, Senior CG Supervisor, Sony Pictures Imageworks