Christopher
CROUZET

Software Engineer
Technical Artist

Wellington, New Zealand

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Intro

Stemming from 8 years of experience as a technical artist within the VFX industry, I now strive as a developer in designing and building tools, workflows, and APIs, with a focus not only on user experience and simplicity, but also on maintainability.

Driven by a desire to push forward, I often question the status-quo, try to improve existing solutions, and thrive in innovative environments.

Accumulating a deep knowledge of multiple 3D applications and swapping roles both helped broadening my vision on how to approach problems and demonstrates my adaptibility despite the demanding nature of these roles.

I may have no academic background but, as a self-taught and avid learner, I love challenges and what I do not know I grasp quickly.

I'm interested in fields involving rendering, simulation, engines, real-time, or optimisations, and I love contributing to solve meaningful problems.

Skills

>_ SOFTWARE DEV

I aspire at always diving further into low-level territory and have a strong interest in graphics, simulation, compiler, and also performance programming, for all of which I'm yearning to grow my skills in.

Tools: C, C++, Python, Git, Linux

CHARACTER RIGGING

I specialise in building puppet rigs for animators and do so by procedurally generating them through coding. Thanks to this approach, I have been able to efficiently deliver and maintain a multitude of complex rigs.

Tools: Maya, Softimage

FX

Fascinated by nature and liking the idea of mixing both my technical and artistic sides, I enjoy toying around with the realms of proceduralism and CG generated effects.

Tools: Houdini, Nuke

PHOTOGRAPHY

Casually shooting photographs, preferably with my Hasselblad 500 C/M and XPan film cameras. I'm also comfortable with digital cameras and post-processing.

Tools: Darktable

Experience

Oct 2022 - present
Wellington, New Zealand

SENIOR SOFTWARE ENGINEER
at *NVIDIA*

Working on Warp, a framework that compiles Python code into high performance GPU compute kernels, and helping to integrate simulation systems within Omniverse.

Jan 2022 - Sep 2022
(9 months)
Wellington, New Zealand

SENIOR FX PIPELINE DEVELOPER
at *Unity x Weta Digital*

Continuing the work done at Weta Digital, only while employed by Unity this time around.

Projects: Avatar 2 (2022)

Mar 2019 - Dec 2021
(2 years 10 months)
Wellington, New Zealand

FX PIPELINE DEVELOPER
at *Weta Digital*

Determined to offer solutions focused on user experience while reducing technical debt, I successfully designed and implemented tools and workflows that are used by hundreds of artists across several departments with little to no support required after delivery.

Projects: Avatar 2 (2022), The Batman (2022), Shang-Chi and the Legend of the Ten Rings (2021), Zack Snyder's Justice League (2021), Godzilla vs. Kong (2021)

May 2013 - Feb 2019
(5 years 10 months)
Around the World

SENIOR GLOBE TROTTER

I travelled through Europe, Latin America, and Asia. It has been a great opportunity for me to experience different cultures and focus on further developing my programming skills amongst others.

Oct 2010 - Apr 2013
(2 years 7 months)
Wellington, New Zealand

CREATURE TD
at *Weta Digital*

After working closely with the animation team to outline the specs for a new bird rig, I developed a modular rig builder to help me delivering all the bird assets (falcon, eagles, sparrows) and others such as the hedgehogs.

Projects: The Hobbit: An Unexpected Journey (2012), The Adventures of Tintin (2011), X-Men: First Class (2011)

Experience (cont.)

Feb 2009 - Jun 2010
(1 year 5 months)
📍 *Sydney, Australia*

LEAD CHARACTER TD
at *Animal Logic*

I created a facial rig driven by deformers for two realistic, human-like, talking animals, built a biped rig for the needs of a crowd of orcs, and did some other rigging and tools development work.

Projects: Sucker Punch (2011), Legend of the Guardians: The Owls of Ga'Hoole (2010), pitch for an undisclosed project

Nov 2008 - Jan 2009
(3 months)
📍 *Marseille, France*

CHARACTER TD
at *Action Synthèse*

With the pipeline and assets mostly in place from our work on the previous season, I helped to update a few rigs and developed some additional tools.

Projects: The Magic Roundabout S02 (2010)

Mar 2008 - Jun 2008
(4 months)
📍 *Paris, France*

CHARACTER TD
at *Ellipsanime*

The project containing all sort of quadruped animals, I was in charge of building a generic quadruped rig to be deployed by the rigging team.

Projects: The Garfield Show S01 (2008)

Jun 2005 - Feb 2008
(2 years 9 months)
📍 *Marseille, France*

CHARACTER TD
at *Action Synthèse*

While I mostly focused on delivering props for the TV serie, I also created the body and facial rigs for main character and developed tools.

Projects: The Magic Roundabout S01 (2008), pitch for The Wizard of Oz, pitch for Asterix, pitch for The Stupid Invaders