

# DILEN SHAH

CREATURE SUPERVISOR

## ABOUT ME

Experienced professional in the realms of VFX, Animation, and Gaming, eager to contribute as a Senior or Lead Character/Creature Technical Director. With over a decade of expertise, I specialize in Character Rigging, Tools Development, Prototype Rig & Tool creation, and Rigging Pipeline Research. My skills extend to Character FX, encompassing Grooming, Hair/Feather Simulation, Cloth Setup, Muscle/Fascia/Fat Simulation, and leadership in Technical Direction.

## EDUCATION

### SAE INSTITUTE

2010 - 2012 | Bachelor's in Computer Animation

### ANIMSCHOOL

2012-2014 | Diploma in Character and Rigging

## SKILLS

Groom	<div style="width: 85%;"></div>
Rigging	<div style="width: 95%;"></div>
Character FX	<div style="width: 95%;"></div>
Pipeline	<div style="width: 75%;"></div>

## SOFTWARES

Maya	<div style="width: 95%;"></div>
Houdini	<div style="width: 75%;"></div>
Yeti/XGen	<div style="width: 95%;"></div>
Ziva	<div style="width: 95%;"></div>
Arnold	<div style="width: 85%;"></div>
Katana	<div style="width: 75%;"></div>
Renderman	<div style="width: 75%;"></div>
Python	<div style="width: 95%;"></div>
C++	<div style="width: 75%;"></div>
Qt	<div style="width: 85%;"></div>
Maya API	<div style="width: 95%;"></div>

## EXPERIENCE

**18/01/2021 - PRESENT** **RISING SUN PICTURES (ADELAIDE, AUSTRALIA)**  
CREATURE SUPERVISOR (FEATURE FILM)

- Creating Modular Programmable Rigs for Digi-Double Characters.
- Creation of Grooms/Hair for Lead Digi-Double Characters.
- Creating Muscle Rig, modeling of muscles, fascia. Simulating Muscles, Fascia and Fat layers.
- Performing Character FX Simulation (Hair/Cloth) for shots.
- Writing Custom Tools like Deformers for Maya using the API including SkinCluster.
- RnD Rigging Prototypes for Feature Film.
- Overlook and Train Junior Riggers and Creature Artists.
- Work with the Modeling Department in terms of Topology and Form for Rigging Specificity.

## CONTACT

dilenshah23@gmail.com  
www.dilenshah.com

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## EXPERIENCE

16/05/2020

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15/01/2021

### MR. X (ADELAIDE, AUSTRALIA)

LEAD CREATURE TD/TECH ANIM (FEATURE FILM)

- Leading a team of artists to deliver shows and manage bids/ETC.
- Developing Creature Pipeline for projects, update and adjust according to each project's needs.
- Muscle, Fascia and Fat Simulation Setups for Creature and Digidoubles.
- Create and manage new tools and scripts for software necessary.
- Creating and managing complex fur and cloth simulations on a per shot level.
- Troubleshooting Technical issues with rigs, cloth and fur setups.

18/03/2019

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15/05/2020

### MILL FILMS (ADELAIDE, AUSTRALIA)

LEAD CREATURE TD/TECH ANIM (FEATURE FILM)

- Creating and managing complex fur and cloth simulations on a per shot level.
- Troubleshooting Technical issues with rigs, cloth and fur setups.
- Time-based sculpting and deformation fixes for improved realism.
- Developing Creature Pipeline for projects, update and adjust according to each show's needs.
- Work with Computer Graphics Supervisor to achieve realistic visuals.
- Collaborate with Mill Film Montreal and Bangalore on many different visual aspects.
- Train and overlook a team of junior Techanim artists.

03/04/2017

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13/03/2019

### RISING SUN PICTURES (ADELAIDE, AUSTRALIA)

SENIOR CREATURE TD (FEATURE FILM)

- Creating Modular Programmable Rigs for Digi-Double Characters.
- Creation of Grooms/Hair for Lead Digi-Double Characters.
- Creating Muscle Rig, modeling of muscles, fascia. Simulating Muscles, Fascia and Fat layers.
- Performing Character FX Simulation (Hair/Cloth) for shots.
- Writing Custom Tools like Deformers for Maya using the API including SkinCluster.
- RnD Rigging Prototypes for Feature Film.
- Overlook and Train Junior Riggers and Creature Artists.
- Work with the Modeling Department in terms of Topology and Form for Rigging Specificity.

04/10/2016

-

31/03/2017

### BARAJOUN ENTERTAINMENT (DUBAI, UAE)

LEAD RIGGING TD (UNANNOUNCED FEATURE FILM)

- Creating Adaptable Rigs for Character and Props for projects.
- RnD Rigging Prototypes for Feature Film.
- Pipeline Tools to manage and drive the Rigging department.
- Pipeline and Animation Tools creation.
- Overlook and manage a team of Riggers.
- Work with the Modeling Department in terms of Topology and Form for Rigging Specificity.
- Creating custom tools and plugins for Rigging and Animation Pipeline.
- Writing Nodes and Deformers needed for Rigging as per projects requirements.
- Character FX such as Fur and Hair Simulation.
- Writing tools to manage and integrate the fur system within the Rigs.

09/09/2012

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31/09/2016

### DWARF ANIMATION STUDIOS (MONTPELLIER, FRANCE)

LEAD RIGGING TD

- Creating Adaptable Rigs for Character and Props for projects.
- Creating custom tools and plugins for Rigging and Animation Pipeline.
- Writing Nodes and Deformers needed for Rigging as per projects requirements.
- Pipeline Tools to manage and drive the Rigging department.
- Character FX such as Fur and Hair Simulation.
- Writing tools to manage and integrate the fur system within the Rigs.
- Overlook and manage a team of Riggers.
- Work with the Modeling Department in terms of Topology and Form for Rigging Specificity.

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## EXPERIENCE

**14/10/2013** DWARF ACADEMY (MONTPELLIER, FRANCE)  
- TECHNICAL/PROGRAMMING INSTRUCTOR

- 31/09/2016**
- Train and prepare future employees and student.
  - Create a Curriculum for future employee and students
  - Assess and Check Assignments on a Weekly Basis

**14/02/2012** MOUNTAIN WHEEL GAMES (REMOTE, USA)  
- RIGGING ARTIST

- 31/04/2013**
- Rigging Biped and Quadruped Characters for Game Engine
  - Rigging Characters for CryEngine3
  - Writing Tools for Rigging and Animation Pipeline

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