SIMON HABIB

(514) 823-2919
www.SimonHabib.com
simonize23@gmail.com

[WORK EXPERIENCE]

For a list of shipped titles, please visit:
SimonHabib.com/projects

Nov. 2022 to this day

Lead Cinematic Animator at Nesting Games
- Leadership and management of in-game cutscenes and dialogue system
- Development and support of the Facial Animation pipeline (including automation)
- Facial Animation polish (using Faceware Retargeter + keyframe layer)
- Performance capture - on set supervision and assisting cinematic director

Mar. 2018 to Nov. 2022

Lead Technical Animator at Eidos Montreal
- Development and support of the Facial Animation pipeline (including automation)
- Facial Animation polish (using Faceware Retargeter + keyframe layer)
- Performance capture: HMC calibration, monitoring, and troubleshooting
- Photogrammetry capture and data batch processing

Dec. 2011 to Mar. 2018

Senior Technical Animator at WB Games Montreal
- Facial Tech development (using Faceware and FaceFX)
- Rigging characters and props for video games and in-game cinematics
- Character technical reviews with character team and external vendors
- Developing tools for Riggers and Animators (MaxScript & Python)
- Tracking, assigning, and reviewing tasks for team members
- Hosting inter-departmental and cross-studio knowledge sharing roundtables

Oct. 2014 to Mar. 2016

Freelance Rigger for Minority Media
- Rigging & Skinning of quadruped creatures for "Time Machine VR"

Oct. 2009 to Nov. 2011

Rigger at Digital Dimension
- Rigging characters for pre-rendered cinematics, CG trailers, and VFX
- Developing scripts and tools for Riggers and Animators (in VB Script)
- Supporting an asset pipeline for other departments

Feb. to Aug. 2009

Rigging Trainer / Rigging Lead at Ubisoft Chengdu (China)
- Helping to build a new studio alongside other expat trainers
- Preparing a month-long course for newly hired riggers
- Offering classes following a standardized format
- Rigging Lead on "TMNT: Arcade Attack" for the Nintendo DS

June 2004 to Oct. 2009

Rigger at Ubisoft Digital Arts (Ubisoft Montreal's Cinematic Team)
- Rigging characters for pre-rendered video game cinematics and trailers
- Developing scripts and tools for Riggers and Animators (in JScript)
- Camera layouts and character animation blocking
- Green-screen camera tracking

[ACADEMIC BACKGROUND]

2003-2004	**Inter-Dec College**
	2D/3D Animation (NWY.0J)

2001-2003	**John Abbott College**
	Social Sciences with Math (300.11)

1996-2004   **Obtained diplomas**

- **2004 :** Attestation d'études collégiales (A.E.C.)
- **2003 :** Diplôme d'études collégiales (D. E. C.)
- **2001 :** Diplôme d'études secondaires (D. E. S.)
- **2001 :** Diplôme d'éducation secondaire internationale (D. É. S. I.)
- **2001 :** Certificat du programme de premier cycle secondaire du baccalauréat international (C. P. P. C. S.)

[SKILLS]

Software Skills

- Maya
- 3D Studio Max
- Motion Builder
- Reality Capture
- PyCharm
- Unreal Engine
- Faceware Analyzer & Retargeter
- Faceware Studio
- FaceFX Studio
- DaVinci Resolve
- Adobe Photoshop
- Adobe Premiere

Specific Skills

- Facial Animation / Performance Capture
- Character Rigging (bipeds, facial, animals)
- Custom Rigging (vehicles, weapons, gadgets)
- Scripting (Python, MEL, MaxScript)
- Video Editing
- Leadership / Task Management
- Workflow Documentation & Tutorials
- Roundtable Moderation
- Notetaking / Meeting Recaps
- Public Speaking

Linguistic Skills

- English
- French
- Mandarin Chinese (learning)

[PERSONAL ACTIVITIES]

- Watching movies and TV series
- Playing video games and board games
- Tracking video game news, reviews, and blogs
- Spending time with friends & family
- Sudoku, jigsaw puzzles, and brain-teasers
- Creative writing
- Directing, filming, and editing short films
- Pencil drawing (landscapes and cartoons)
- Video editing, digital painting, and photo editing
- Listening to music and comedy podcasts

For more information, please visit
www.SimonHabib.com

[References provided on request]