

SIMON HABIB

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[WORK EXPERIENCE]

For a list of shipped titles, please visit:

SimonHabib.com/projects

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| Feb. 2024 to this day | Principal Technical Animator (Facial) at 2K Global Services <ul style="list-style-type: none">• Developing and supporting the facial animation pipeline across multiple projects |
| Nov. 2022 to Jan. 2024 | Lead Cinematic Animator at Nesting Games <ul style="list-style-type: none">• 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 <ul style="list-style-type: none">• 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 <ul style="list-style-type: none">• 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 <ul style="list-style-type: none">• Rigging & Skinning of quadruped creatures for "Time Machine VR" |
| Oct. 2009 to Nov. 2011 | Rigger at Digital Dimension <ul style="list-style-type: none">• 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) <ul style="list-style-type: none">• 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) <ul style="list-style-type: none">• 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.OJ)
2001-2003	John Abbott College Social Sciences with Math (300.11)
1996-2004	Obtained diplomas <ul style="list-style-type: none">▪ 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	<ul style="list-style-type: none">• Maya• 3D Studio Max• Motion Builder• Reality Capture• PyCharm• Unreal Engine	<ul style="list-style-type: none">• Faceware Analyzer & Retargeter• Faceware Studio• FaceFX Studio• DaVinci Resolve• Adobe Photoshop• Adobe Premiere
Specific Skills	<ul style="list-style-type: none">• Facial Animation / Performance Capture• Character Rigging (bipeds, facial, animals)• Custom Rigging (vehicles, weapons, gadgets)• Scripting (Python, MEL, MaxScript)• Video Editing	<ul style="list-style-type: none">• Leadership / Task Management• Workflow Documentation & Tutorials• Roundtable Moderation• Notetaking / Meeting Recaps• Public Speaking
Linguistic Skills	<ul style="list-style-type: none">• English• French• Mandarin Chinese (learning)	

[PERSONAL ACTIVITIES]

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| <ul style="list-style-type: none">• 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 | <ul style="list-style-type: none">• 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 |
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[References provided on request]