

Juan Francisco Correa Diaz

CURRICULUM VITAE

Place and date of birth
E-mail
Website

Bogotá, 19 December 1979
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LANGUAGES: Spanish / English / Italian / French

Rigger – Puppet and Creature TD. Software Developer for Visual Effects.
Specialities: Creating high-end character and creature Rigs.
Creating high detailed, believable deformations.

WORK EXPERIENCE:

Unity - October 2022 to December 2023- **Wellington, New Zealand.**
Senior Software Engineer.

Weta Digital - October 2022 to December 2023- **Wellington, New Zealand.**
Creature Puppet Technical Director. Developing puppets as a game engine plug-in for fast performance and versatility.
As well as writing C++ plug-ins for the creatures department.

Weta FX - May 2021 to September 2022- **Wellington, New Zealand.**
Facial Technical Director. Developing the tool set for the facial pipeline and creating facial puppets/rigs for VFX.

Redefine - October 2020 to April 2021 - **Montreal, Canada** (remote).
Senior / Lead Rigger. Creature TD.

Weta FX - October 2017 to October 2020 - **Wellington, New Zealand.**
Creature TD. Creature Technical Director at Weta Digital.

Double Negative - October 2016 to October 2017 - **London, UK**
Creature TD. Rigger and Creature Technical Director at Dneg in the film VFX division.

Framestore - May 2013 to October 2016 - **London, UK**
Rigger. Rigging TD in Film at Framestore. Rigger for creatures, digi-doubles and vehicles.

Prime Focus - July 2012 to May 2013 - **London, UK**
Rigger. Prototyping and scripting deformation and rigging tools, as well as general purpose rigging libraries. Cloth simulation.

The Moving Picture Company (MPC) - October 2011 to May 2012 - **London, UK**
Rigger. Rigging TD in Film at Moving Picture Company. Creating rigs for creatures, digi-doubles and vehicles as well as prototyping deformation tools.

Rebel Alliance Fx - June 2011 to December 2011 - **USA**
Lead Character TD, Making rigs and deformations for creatures as well as transformation systems.

Think Silly - January 2008 to December 2011 - **Hong Kong**
Rigger /Character TD / Generalist. Several TV Adverts, Music Videos and Short Films. Creating rigs for cartoony / shaded /and realistic digi-doubles.

A Droite de la Lune - May 2009 to May 2010 - **Paris, France**
Character Rigger. Short Film "Mice (a Cat) and Men".

Digitaline - September 2008 to December 2010 - **Paris, France**
Rigger / Generalist. Several TV Adverts and Short Films. Modelling hard surface / organic characters. Rigger and FX for liquids and particle simulations.

Unreel - March 2009 to August 2010 - **Paris, France**
CG Generalist. Generalist in TV Adverts doing layout, texturing and modelling.

Mbanga Studio - February 2008 to September 2010 - **Rome, Italy**
Character TD / Rigger. Rigger for TV Adverts, Music Videos and Short Films.

Caracol TV, - June 2007 to August 2007 - **Bogotá, Colombia**
3D Generalist. 3D Generalist: modelling, rigging, animation.

Proxima VFX - February 2007 to March 2007 - **Rome, Italy**

Technical Director 3D. Feature film "The Etruscan Mask" in the crow sequences. Rigging, Modelling, Texturing. Crowd system and render.

Lumiq Studios - October, November 2006 - **Turin, Italy**

Character TD - Set-up, Rigging, generalist. Opening sequence for the film "Ole".

Odyssee 2003 a Project for Peace - August 2003 - November 2003 - **France**

Video Shooting and Editing. Documentary "Odyssee" Documentary Video" Round Trip in the Mediterranean Sea Sending a Message of Peace.

WORK EXPERIENCE (Teaching):

ANIMUM Creativity Advanced School - October 2015 to December 2016 - **Online (Spain)**

Rigging Tutor. Online lecturer, Introduction to Muscle setups and skin simulation in Maya. Covering deformation techniques and muscle systems.

Bournemouth University - June 2016 - **Bournemouth, UK**

Guest Rigging Lecturer - Two day rigging workshop on Quadruped Rigging for the 3D Computer Animation Masters students. Covering production rigging techniques for control transforms, spine, legs and neck structures.

ANIMUM Creativity Advanced School - January 2016 to April 2016 - **Online (Spain)**

Rigging Tutor. Second module of the online Rigging course. My work consists on following the student's process, marking and providing personalised video-corrections per lecture, per student.

Bournemouth University - June 2015 to June 2015 - **Bournemouth, UK**

Guest Rigging Lecturer - Two day rigging workshop on Facial Rigging for the 3D Computer Animation Masters students. Covering facial anatomy, rigging techniques, and face setups for vfx production rigs.

Loop 2009 - November 27, 28 and 30th - **Bogotá, Colombia** (5th Latin-American animation and video-game festival)

Speaker. "Optimized Rigging for Production", Maya workshop (12 hours).

Universidad Javeriana de Bogota - January 2008 to December 2008 - **Bogotá, Colombia**

3D Animation Teacher. "3D Animation" Course for the 3rd and 4th year students of the "Visual Arts" Major. 3D modelling, rigging, rendering and compositing. Blender / Maya / XSI.

European Institute of Design - March 2007 - **Milano, Italy**

Guest Tutor. Two seminars with the second year students of animation (SOFTIMAGE|XSI Kinematics and Deformations).

Centro Sperimentale di Cinematografia - September 2006 a December 2006 - **Turin, Italy**

3D Tutor. For the second year students in the 3D course.

STUDIES:

Bournemouth University - September 2010 to September 2011 - **Bournemouth, Uk**

Masters in Arts 3d Computer Animation

Centro Sperimentale di Cinematografia - September 2003 to January 2007 - **Turin, Italy**

Diploma in Animation

Maldoror - September 2001 to September 2003 - **Rome, Italy**

Camera Man - Cinema Diploma

Pontificia Universidad Javeriana of Bogota - 1997 to 2001 - **Bogotá, Colombia**

Visual Arts. Visual Arts with Audio Visual emphasis.

High school diploma - 1984-1996