

# Ryan Ruiz

## Senior Character FX TD

RyanRuiz.com | RyanReignRuiz@gmail.com | 1.219.308.7685

---

### Work Experience

- **Industrial Light & Magic (ILM)** - Creature Technical Director  
Develop simulation rigs and run cloth, hair, and muscle simulations for characters/creatures.  
October 2020 – Present
- **Mr. X** - CFX Show Lead / Senior  
CFX and Groom setup for sequences, simulating/finalling/techanim shots, and leading a team  
November 2019 – October 2020
- **Framestore** - Creature FX Technical Director  
Simulated cloth, fur, and muscles for multiple creatures, including anatomical sculpting  
April 2019 – November 2019
- **Moving Picture Company (MPC)** - Key Artist (Senior) CFX / Technical Animator  
Developed Hero Hair/Cloth Sim Setups – Character Finishing – Environment Dynamics  
November 2016 – April 2019
- **Blue Sky Studios** - Character Simulation Technical Director Internship  
Simulated Cloth Setups for Crowd Agents – Pose and Run Crowd Simulations  
June 2016 – August 2016

### Professional Work

- **ABBA Voyage** (*in production*)  
Creature TD at ILM - Responsible for Vellum Cloth and Hair Sim Setups creation, hair/cloth/muscle simulation shotwork, and finalling.
- **Space Jam 2**  
Creature TD at ILM - Responsible for creating character cloth setups with variations in body size and outfits to be used for hero shots and filling background crowds.
- **The Spongebob Movie: Sponge on the Run**  
Houdini CFX TD at Mr. X - Responsible for development and creation of Vellum cloth setups for interaction with Spongebob and Patrick.
- **His Dark Materials** (Season 1)  
Creature FX TD at Framestore - Responsible for dynamic cloth, fur, muscle, fat, and skin simulations for multiple creatures.
- **Lady and the Tramp**  
Creature FX TD at Framestore - Responsible for collar simulation, fur, muscle, fat, and skin simulation of Lady and Tramp.
- **Dark Phoenix**  
Key Artist/Technical Animator at MPC - Responsible for Dark Phoenix hair simulation setup to demonstrate special powers. Art directed hair sims and hair finaling.
- **The Nutcracker and Four Realms**  
Key Artist/Technical Animator at MPC - Responsible for cloth simulation setup of two polichinelles/clowns. Dynamic chain setup and simulations.

---

### Education

- **Savannah College of Art & Design**  
*Master of Fine Arts* in Visual Effects  
Graduated in 2016
- **DePaul University**  
*Bachelor of Arts* in Animation  
Graduated in 2013

### Software

**Maya (nCloth)**  
**Houdini (Vellum)**  
**Nuke**  
**Marvelous Designer**  
**Katana**  
**Linux/Mac/Windows**