Contact

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rhoades-ba909549 (LinkedIn)
www.benjaminrhoades.com
(Portfolio)

Top Skills

Character Animation

Troubleshooting

Maya

Languages

English (Native or Bilingual)

Spanish (Limited Working)

Honors-Awards

Eagle Scout

2nd Place Provost's Scholarships
Essay Contest

Benjamin Rhoades

Software Engineer at Feature Animation @ Netflix
Los Angeles, California, United States

Summary

I am a Pipeline TD with a passion for story-driven games and film.
I have a particular interest in programming and pipeline, but am
looking for any opportunity to use both my creative and technical
brain to solve challenging problems.

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Experience

Netflix
4 years 3 months

Senior Software Engineer
July 2024 - Present (7 months)
Burbank, California, United States

Software Engineer, FAN - Innovation and Emerging Technologies
June 2024 - July 2024 (2 months)
Burbank, California, United States

Production Pipeline TD, CAPS- Production Pipeline and Tools
November 2020 - June 2024 (3 years 8 months)
Burbank, California, United States

DreamWorks Television
Animation Pipeline TD
August 2014 - November 2020 (6 years 4 months)
Glendale,California

- Maintain and develop tools for production tracking software Shotgun. Extend
Shotgun functionality via standalone Python GUIs, Action Menus, and Event
Triggers.
- Assist in developing and maintaining the animation pipeline process.
- Work with show leads and supervisors to provide support for various 2D and
CG shows.
- Develop additional tools for Maya, Nuke, and other programs.

Animatic Media Inc.

3D Character TD and Generalist
September 2013 - August 2014 (1 year)
Burbank, California

-Rapidly rigging and skinning various characters including clothing and hair assets in Maya
-Connecting, managing, and transferring blendshapes, textures, and displacements between characters using zBrush, Maya, and Photoshop
-Managing render settings and render layers using Mental Ray in Maya
-Compositing and animating footage in After Effects

AetherEdge
Technical Director
May 2013 - December 2013 (8 months)

AetherEdge is a 3D animated short film and proof-of-concept set in a dystopic futuristic environment (http://www.aetheredge.com).

-Developed and implemented Maya-based rigs with IK/FK, sticky knees/ elbows, isolation of rotation axes, secondary aim controls, and two-handed prop constraint switching.
-Maya and Nuke troubleshooting and integration.
-Researched and implemented Maya dynamic nHair and fur systems using custom Dynamic Caching script written with Python.
-Researched and developed Maya-to-Nuke rendering and compositing strategies, including pass extraction, scene optimization, and working node structure templates.
-Created the lighting setup using "guerilla" production strategies with Maya and Mental Ray.
-Responsible for modeling high- and low-poly mesh of the mechanical character model using Maya.

University of Central Florida
Technical Lead
August 2011 - May 2013 (1 year 10 months)

Project: GaiaSpora (short film)
-Developed and implemented Maya-based rigs with IK/FK matching, sticky knees/elbows, stretch and squash, multiple space switching, secondary deformation controls, nHair dynamically controlled secondary motion with additional FK controls, and character prop integration.
-Miscellaneous effects in Maya using particles, fluids, cloth, hair and customized with Python/MEL scripting, as well as fluid simulations in RealFlow.

-Researched and developed GUI interfaces for Maya using Python and MEL scripting, and compositing strategies for Nuke.

Education

University of Central Florida
BA, Visual Language/Character Animation · (2009 - 2013)

Spruce Creek High School
International Baccalaureate Diploma · (2005 - 2009)