

Keith E. Lackey

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Technical Director

Lighting • Character Rigging • Scripting

Work Experience

Homet Inc. '04 CG Lead

- Supervised a team within this project to completion.
- Organized and delegated task and established the workflow for the sequence.
- Ran shots from rigging, and animation, to lighting and rendering.

Digital Domain: Commercials '04 Lead Character TD

- Created rigs for skeletal model to replace on-set puppet.
- Wrote GUIs for easy interactive control over characters.
- Provided technical support for rigs throughout the course of project.

Cro Digital '04 Modeler/Character TD (The Life Aquatic)

- Modeled multiple fish to match life-action animatronics.
- Created automatic/straight-forward rigs to match animatronics' animation.

Digital Domain: Features '03 Lighting TD/CG Set Extension (Universal Studios Peter Pan)

- Ran set extension shots from layout to lighting and onto render.
- Wrote custom tools/menus that improved workflow and added functionality to the existing lighting tools.
- Help to build the lighting rig for the show.
- Modified shaders and rendered through Renderman.
- Enhanced the pipeline to eliminate unneeded steps.

Skills

- Programming: MEL, C++, Visual Basic, Actionscripting, HTML, JAVA, PHP, MySQL
- Software: Maya, Render Man, Photoshop, After FX, Shake, Nuke
- Platforms: DOS, Windows, Macintosh, Unix, Linux

Education

B.S. Media Arts and Animation, The Art Institute of Fort Lauderdale

Awards: *Best Digital Portfolio and Highest Achievement*

