

Miguel Gao

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OBJECTIVE

To work as TD / R&D at a studio that provides a challenging and fulfilling environment and the possibility to extend and develop my technical and creative skills in CG industry.

PROGRAMMING LANGUAGES & API

Mel (Very Familiar)	C++ (Familiar)	Qt (Familiar)	Python (Familiar)	Maya API (Normal)
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SOFTWARE & SKILLS

SOFTWARE (Main):

- Autodesk Maya (10 yrs+)
- 3DS Max (4 yrs)
- Adobe Photoshop (13 yrs)
- Adobe flash (4 yrs)

SPECIALIZE:

Programming | Animation | GUI & Graphic Design | 3D Modeling | 3D Rigging | Cartoon Drawing

SOFTWARE PROJECTS (Main Personal Projects)

MG-Picker Studio v1: (Language: MEL, C++, Qt, MayaAPI)

[2014.9 ~ Present] MG-Picker Studio is a very intuitive and animator friendly maya picker tool, with a powerful feature that enables you to create your own customised picker without any prior knowledge in coding.

Features Demo (Animator): <https://youtu.be/QMyvoWdKqnl>

Features Demo (Designer): <https://youtu.be/OEawQVEViE>

Demo (Programmer): <http://youtu.be/dZQQ90dgXjg>

MGTools v0.5~3.0pro: Maya animators' utility belt. (Language: MEL, Python, C++, MayaAPI)

[2008.4 ~ Present] A versatile tool packages designed for Maya's animating process. Tools has been adopted by Weta Digital and animators from Pixar, Dreamworks, BlueSky, SonyImageworks, WBA, Platige Image, etc.

Tools Demo: <http://www.youtube.com/watch?v=Azultlay4Ag&feature=youtu.be&hd=1>

Tools in action: http://www.youtube.com/watch?v=_f8HWoxoX0s&feature=youtu.be&hd=1
<http://youtu.be/Tf9IKwJ7vm4?hd=1>

Twin-IDE v0.5: A CG scripting IDE for Maya, 3dsMax, XSI, etc. (Language: C++, Qt)

[2011 ~ Present] Currently WIP, Maya version is almost done, I use it to develop MGTools at meantime.

Twin-Bonus 1.0: A free set of tools for Modeling, Texturing in Maya. (Language: C++, MayaAPI, MEL)

Twin-Sales 1.0: A sales management software developed for MGTools sales.

[Finished] (Language: C++, Qt, SQLite)

* Lots of other small scale tools & scripts not included.

3D Animation Experience (CGCG 2006~Present) (*Software developer & Animation supervisor*)

** Animation projects below are listed from the latest to the earliest*

How To Train Your Dragon (TV)

Period: Jun 2015 ~Present

Client: Dreamworks Animation

My role: Production Technical For Modeling~Animation & Animation Supervisor & Animator

Teenage Mutant Ninja Turtles (TMNT)

Period: Dec 2013, Mar 2014 ~June 2015

Client: Nickloden

My role: Production Technical For Modeling~Animation & Animation Supervisor & Animator

Sample Episodes: http://www.youtube.com/watch?v=L2lO_-UJTUc

<http://www.youtube.com/watch?v=UkxPqPkpWz4>

Description: For one month + ,I led the team to do the project test for Nickloden Animation (Make 1/3 of episode),
The project then started formally at March 2014.

LEGO-Batman

Period: Jan 2014 ~Mar 2014

Client: Warner Bros. Animation

My role: Production Technical For Modeling~Animation & Animation Supervisor & Animator

Description: The trailer is not done by our team, I led the first episode and this project been passed to other lead.

Kurokan

Period: Aug 2013 ~ Nov 2013

Client: Next Media Animation

My role: Production Technical For Modeling~Animation & Animation Supervisor & Production Manager

Website: http://www.nextmediaanimation.com/tomo_detail.php?a=12

Trailer: <http://www.youtube.com/watch?v=vTpKRtD2dh0#t=63>

Description: 3D rendering in 2D Manga style.

The project is actually still running, I hand it over to two team leaders I picked from animation team.

My first time acted as a production manager, I was responsible for overall quality control, from Layout
through to final rendering and compositing.

** From Jun 2013~ July 2013, I took a private affair leave for two monthes.*

Star War Detour (TIM)

Period: Somepoint at 2012 ~ Jun 2013

Client: Lucas film Animation, LAL

My role: Production Technical For Modeling~Animation & Animation Supervisor & Animator

Trailer: <http://www.youtube.com/watch?v=oMvRMP8us6Q>

Description: It is stressful but very interesting project.

But during the project, Lucas film was acquired by Disney, Disney thought the project's budget was too high, so they stopped it and postponed the project for a undefined amount of time.

MumuHug

Period: Sorry but not remember, probably lasted for one year.

Client: Sofa Animation studio

My role: Production Technical For Modeling~Animation & Animation Supervisor & Animator

Website: <http://www.mumuhug.com/>

Sample Episode: <http://www.youtube.com/watch?v=7BEB6nj9Y0M>

Description: It aims to low age kids, but requires a pretty high quality in animaiton.

Also I did the animation test to get the project at early time.

Fanboy & ChumChum

Period:Helped just for a month

Client: Nickloden

My role: 3D Animator

Website: <http://www.nick.com/shows/fanboy-chum-chum/>

Sample Episode: <http://www.youtube.com/watch?v=pxSP0Vgz9a4>

Description: I served as a pure 3D animator, helped in this project for one month-.

This is a very cartoony project, characters need to be deformed for a very board range.

Angelina Ballerina

Period: Not remember, but relatively long.

Client: SD entertainment, Canada

My role: Production Technical For Modeling~Animation & Animation Supervisor & Animator

Website: <http://www.angelinaballerina.com/usa/>

Sample Episode: http://www.youtube.com/watch?v=ILNJ1n_M4e0

Description: It lasted for quite long, I also did a DVD movie for this project. Everything in the project was asked to be deformed elegantly.

Bob the Builder

Period: Just helped for weeks

Client: HIT Animation

My role: 3D Animator

Website: <http://www.bobthebuilder.com/usa/>

Sample Episode: <http://www.youtube.com/watch?v=RpyEyU0I4eM>

Description: A stop-motion style series. I helped in this project for some weeks as 3D animator.

Future is Wild

Period: lasted for probably one year

Client: Discory Kids

My role: 3D Animator & Animation team leader

Website: Not available anymore

Sample Episode: <http://www.youtube.com/watch?v=V1aer0QoytE>

<http://www.youtube.com/watch?v=tDTxmuimhPM>

Description: There are all kinds of monster & Creatures in this series. I was elected as animation team leader and supervisor at the late stage of this project.

Pet Alian

Period: probably for one year +

Client: Mike Young Production

My role: 3D Animator

Sample Episode: <http://www.youtube.com/watch?v=Hm5ZK2YMRUU>

<http://www.youtube.com/watch?v=8FdQtEyexk8>

Description: A pretty cartoony project.

Noddy

Period: for just 1 month

Client: N/A

My role: 3D Animator

Website: http://www.noddy.com/index_us.php

Sample Episode: <http://www.youtube.com/watch?v=TeTNzKiosFc>

Description: This was actually my frist 3D project in 2006. It is more of a practice.

Personal 3d Animation works

ZZ-theLittleMouse

Done in late 2008

My role: I made the shot all by myself.

URL: <http://mgland.com/blog/?p=78>

Killer

My role: Charactor design, Modeling, Texturing, Rigging.

Related URL: <http://mgland.com/blog/?p=83>

Test Render: <http://mgland.com/other/gallery/Home/killFacialRenderTest01.jpg>

Description: This was supposed to become a 3D shot, I finished modeling, but the Texturing and ended up still WIP for many reason. Probably will continue someday.

Flash Animation Experience (NetDragon Websoft Inc,China, 2004~2006)

Title: Flash Programmer & 2D Animator

shortFilm: "Q legend of Gulong Heros"

Volumn 1: <http://mgland.com/blog/?p=34>

Volumn 2: <http://mgland.com/blog/?p=35>

Volumn 3: <http://mgland.com/blog/?p=36>

Description: A shot all by myself. From charactor design to final publish.

shortFilm: "Cold leaf"

Description: A shot all by myself. From charactor design to final publish.

shortFilm: "Kid and feather"

Description: A shot made mainly by myself, except 2~3 shots' bg image.

* At the end of the second year in this studio, Things changed a lot and I started to design UIs for online games.

Graphics Designer (A AD Designing Studio in Wuhan,China, 2003)

Title: Graphic Designer

Description: I didn't go to university for almost a whole semester (But I still passed the exam at the end of semester BTW), I took a full-time job in a ad design studio in wuhan, designed press materials, cards, ADs, gifts for China Unicom, etc.

LANGUAGES

Mandarin(my mother tongue) , English (Fluent)

EDUCATION

- **SHIDA CG training center, WuHan, China** 06 /2002 ~ 09/2002
Adobe certified graphic designer
- **SHIDA CG training center, WuHan, China** 10 /2003 ~ 12/2003
Architectural Visualisation using 3Ds MAX
- **Zhongnan University of Economics and Law , China** 09 /2000 ~ 09/2004
Bachelor of Literature in Journalism

AWARDS & HONORS

- **Adobe Certified Graphic Designer**
- **The 3rd prize in ADIDAS comic competition 2002.**
- **Short Film - "Q Legend of Gulong Heros" won Golden F-Artists , Annual Internet Animation Award, 2005:**
Annual Internet Animation Scenarist
Annual Internet Animator