

Jennifer Cruz

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## EXPERIENCE

[PlayStation Studios](#) | **Lead Character Technical Director** | September 2020 - Present

- **NDA:** Development and oversight of pipeline tools. Working closely with producers and colleagues to maintain the schedule. Character rigging and real time cloth setups.
- **The Last of Us Part II Remaster (AAA Game - PlayStation 5 and PC):** Skinning new character skins for Rogue mode, creating character cloth simulations, debugging issues in game and assisting with character specific bugs, training, approvals on colleagues work, and working along production to ensure deadlines were met.
- **The Last of Us Part I (AAA Game - PlayStation 5 and PC):** Character rigging hero and background characters, creating character cloth simulations, creating and supporting pipeline tools, debugging issues in game and assisting with character specific bugs, training, approvals on colleagues work, and working along production to ensure deadlines were met.

[Reel FX](#) | **Creature Effects Artist (CFX)** | June 2019 - March 2020

- **Scoob (Feature Film):** Shot work and finaling hair and cloth simulation, cloth rig creation, and python tool scripting for expedited workflows.

[Primal Screen](#) | **Generalist TD and Rigging Lead** | June 2017 - April 2019

- **Elf on the Shelf: Fox Cub's Christmas Tale (Film) :** Rigging lead, lighter, nCloth simulations, render manager, pipeline management, xGen rigs, crowd animator, and quality control.
- **Elf on the Shelf: Fox Cub's Christmas Tale (Music Video) :** Rigger, lighter, all cloth simulations, xGen hair, and rendering TD.
- **Elf on the Shelf: Santa's St. Bernards Save Christmas (Film) :** Character and prop rigger, lighter, all cloth simulations, render wrangler, pipeline tools creation, xGen rig, 3D animator, quality control, and optimized rig performance.

[Artifact Design](#) | **Generalist Internship** | September 2016 - November 2016

- Association of Independent Commercial Producers Sponsor Reel: 3D modeling, compositing, animation, design steampunk sequences, green screen removal, cloth and particle simulation.

## EDUCATION

- **Master of Fine Arts in Visual Effects** | September 2014- November 2017  
Savannah College of Art and Design | GPA 3.89
- **Bachelor of Fine Arts in Animation** | September 2011 - August 2014  
**Minor in Character Technical Direction**  
Savannah College of Art and Design | Magna Cum Laude

## SOFTWARE

**Autodesk:** Maya | **Adobe:** Photoshop, Illustrator, After Effects, Character Animator | **Coding:** Mel, Python, Git, Qt | **Operating Systems:** Linux, Windows, Mac | **Production:** Jira, Shotgun, Confluence

## SKILLS

Character Rigging, Cloth simulation, Hair simulation, Python and Mel pipeline tool development, leadership experience

## LANGUAGES

Proficient in English and Spanish