

# James Direen

Creative Technical Director  
at DireenTech Inc.

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## James Direen

Colorado Springs, Colorado, United States  
jdireen@direentech.com  
direenworks.com

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## Skills

Character Rigging, Character Animation, Tools, Maya Plugins  
& Pipeline Development

Maya, Blender, Python, MEL, PyQt, C++

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## Experience

### DireenTech Inc / Creative Technical Director

May 2023 - PRESENT, Colorado Springs, Colorado, United States

Character Rigging, Tools Development & CGI generalist

Contract Rigging for Bungie Inc. -- Destiny 2

Contract Rigging for Brazen Animation

Contract Rigging and Technical Development for Reel FX Animation

### Reel FX Animation / Lead Rigging Artist

2010 - 2023, Dallas, Texas, United States

Responsibilities: Production Rigging, Tool Development Lead, Maya  
Plugin Development, Rigging Leadership & Artist Developmental Training

Features: Back to the Outback (2021), Scoob! (2020), UglyDolls (2019),  
Sherlock Gnomes (2018), Rock Dog (2016), Book of Life (2014), Free  
Birds (2013), Judy Moody and the Not Bummer Summer (2011)

Shorts: Son of Jaguar, Humbugged: Rockettes to the Rescue, I Tawt I Taw  
a Puddy Tat, Ice Age: A Mammoth Christmas, Daffy's Rhapsody,  
Despicable Me: Minion Mayhem 3D

### Idol Minds / Character Technical Director

2006 - 2009, Louisville, Colorado, United States

Responsibilities: Character Rigging, Character Animation and Pipeline  
development.

Shipped Titles: PAIN™ Downtown | PAIN™ Amusement Park | PAIN™  
Movie Lot | PAIN™ Sore Spots | PAIN™ Museum

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## Education

### Art Institute of Colorado / Bachelor's degree, Media Arts and Animation

January 2003 - June 2006, 1200 Lincoln Street, Denver, CO 80203

Specializing in 3D Character Animation and Rigging