



I am an artist, developer, 3d generalist, and an overall curious & avid learner. I've worn many hats over the years as an Artist, a Technology Lead, a Technical Director, and a Creative Technical Supervisor. I thrive on problem solving and finding solutions to weird problems. Over the years difficult creative problems have required me to simultaneously act as artist, researcher, and developer; utilizing technical proficiency guided by an artistic eye. I seldom work alone and comfortably work within a team. Recently I've taken on more significant leadership roles where I work closely with artists and TDs to problem solve with an eye towards usability and enabling creativity. My history as an educator and tech supervisor has helped foster an ability to communicate well with a team, teach new processes and tools, build documentation, and listen to and support the needs of producers, project managers, and artists. I take pride in flexibility and being able to assume a wide range of technical and creative roles.

CONTACT

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LANGUAGES
PLATFORMS

Python
C# | C | C++
MEL
Vex
JavaScript
HTML | CSS
Flask | Jinja 2
Electron
Qt, PySide 2
DeepFaceLab

SOFTWARE

Maya | Houdini | Modo | C4D
USD / Solaris
Zbrush
Mari | Substance Painter
Nuke | After Effects
Unity | UE4 | Simplygon
Visual Studio | XCode
Git
Reality Capture / Metashape
AWS Thinkbox Deadline
Json | XML | YAML
Vray | Redshift | Arnold
Adobe CC
Windows / MacOS / Linux
Docker
Environment Modules
SaltStack

SKILLS

Research & Development
Software Development
CG & Studio Pipeline
Team Leadership
General 3D
Compositing
AWS Cloud Computing
Digital Sculpting & Texturing
Real-Time | Interactive | AR & VR
ACES & OCIO
Physical Computing | Electronics
Drone Pilot & Filming
Photogrammetry & Env. Scanning
Illustration

EDUCATION

2012 MFA **University of Chicago**
Department of Visual Arts (Co-Sponsored by the Computational Institute)

2006 BFA **School of the Art Institute of Chicago**
Department of Art and Technology Studies

INTERESTS / LEARNING

Machine Learning / Tensorflow & PyTorch
Building & flying feestyle / racing drones | Part 107 Professional Drone License
3D Printing / CNC

WORK EXPERIENCE

APPLE, INC. (REMOTE | CONTRACT)

Visual Development & CG Studio - 2024

This was a contract role working with internal teams to develop, concept, iterate over, and solve numerous design challenges. In addition to design/creative work I worked on technical research and workflow development.

- Houdini
 - Simulation: DOPs, Pyro, Flip, RBD
 - Rendering: Redshift, Karma, & VRay
 - Solaris / USD
 - Python & VEX code
 - Reactive Audio: CHOPs
 - TOPs: batch mesh processing and design ideation/iteration
- Maya
 - MayaUSD / Material X
 - Rendering: VRay

BUCK

Asgard's Wrath 2 (Vegas Sphere) - 2023

Portal Effects / Simulation
Effects exploration R&D

- Houdini
 - Simulation
 - Rendering: Redshift & Mantra
 - Procedural surfacing and object creation
 - TOPs

ATKPLN

Creative Technical Supervisor : 2021 - 2022

I collaborated with creative directors, leads, Producers, and artists on various tools, workflows, and pipeline development. Additionally I often worked with the CTO and technology leaders within the other sister companies to develop methods to share and exchange assets and technologies. Occasionally I would jump directly into production to help solve issues and optimize projects and workflows allowing us to hit tight delivery deadlines. I collaborated with management and senior team members to develop technology plans to enable and support our business plans and target work.

- Building ATKPLN pipeline
 - Ftrack
 - Encapsulate Major Pipeline Foundation within Docker containers
 - Flask
 - db: PostgreSQL & MongoDB
 - SaltStack (Individual Project Configuration)
 - Alpine Linux
- Documentation: Workflows, Software/Tools, Projects, etc.
- Notion & Confluence automation
- Mentoring TD working under me.
 - Help deconstruct, understand, and develop sustainable solutions to pipeline issues.
 - Guide learning new technologies and development of new pipeline & workflow tools.
- Deadline renderfarm setup & customization
 - Setup Deadline for use across all platforms within ATKPLN: Mac, Windows, & Linux
 - Custom plugin development.
- ACES/OCIO
 - DCC integration & workflow
 - OCIO v2 testing
- DCC tool development and pipeline integration.

LEVEL EX

Senior Tech Artist : 2020

- Unity
 - Building scene templates
 - Development of tools for automated asset import and project configuration
 - Construction of custom shaders
 - Building custom real-time fx with artist friendly interfaces
 - Render setting standardisation across projects
 - Render engine and graphical improvement R&D
- Improving VFX and character pipelines
- Increasing efficiency for artists by refining workflow and building pipeline tools.
- Python scripting to automate workflow and pipeline tasks
- Performing code reviews
- Mentoring other technical artists

SOUTHPARK STUDIOS

Technical Director / Supervisor : 2020

- Team supervisor
- Pipeline
 - Linux & Windows tool development
 - Management of asset prep for artists
 - VM environment setup for artists
- AI: Face Swap - Neural Network training and inference
- Nuke & After Effects compositing

CLUTCH STUDIOS

Technical Lead & Sr. 3D Artist : 2014 - 2019

- Support 3D team
 - Maya, Modo, & Houdini Python Scripts
 - PySide2 Interface for tools within Maya & Houdini
- Render Farm
 - Cloud rendering pipeline development on AWS
 - Built and maintained local mixed environment farm (MacOS & Windows) - 41 computers
 - Custom Thinkbox Deadline plugin for distributed CAD processing
 - Custom python tools for automatic Maya submission and render layer setup to render farm
- ACES/OCIO: Moved entire 3D department over to full ACES colorspace workflow
- Virtual Reality Development
 - Interaction Design
 - C# Programming (Unity)
 - Blueprint Development (UE4)
 - Real-time asset prep (Simplygon)
- Worked in production as 3D artist
 - Modeling (Modo, Maya, & Houdini)
 - Animation (Maya & Modo)
 - Simulation (Houdini)
 - Texturing (Substance Designer / Painter & Mari)
 - Compositing (Nuke & After Effects)
- Modo kit development
- Migration of pipeline from Modo to Maya
- Preparation of learnign material and documentation of all in-house tools
- Monthly seminars on new tools and their use

CLUTCH STUDIOS

Technology & Innovation Lead : 2019 - 2020

- Expanded focus of R&D, development, & support to include entire studio not just 3D
- Clutch web & server tools
 - Flask & Docker backend for all tools for studio
 - Web interface via Flask for all tools
 - Asset management tools for tracking & scene assembly
 - MongoDB integration
 - REST api development allowing Houdini & Maya to interact with Flask server, tools, and database
- Migration of projects from Maya to Houdini
- Houdini HDA development
- Integration of Redshift into pipeline
- Mentored artists on python development
- Nuke widget & python development
- Environment & object scanning (photogrammetry & lydar) R&D and pipeline integration

