



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
Adobe CC
Zbrush
Mari | Substance Painter
Nuke | After Effects
Unity | UE4 | Simplygon
Visual Studio | XCode
Git
Reality Capture / Photoscan
AWS Thinkbox Deadline
Json | XML | YAML
Vray | Redshift | Arnold
Windows
MacOS
Linux (Ubuntu | CentOS)
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

SCHOLAR

Artist & Pipeline TD (freelance)

2022 - 2023

I've freelanced with Scholar for nearly 6 months. While working with them I've had the opportunity to exercise both artistic and technical skills; working as both an artist and pipeline TD. Majority of the work revolved around Houdini: procedural production work, HDA tool creation, & pipeline development.

ARTIST:

AMD "TOGETHER WE ADVANCE"

- Simulation LookDev and R&D
• I was responsible for development of the behaviour and exploration of the look of the vellum and particle simulations within Houdini.
• Simulation HDA
• Once general behaviour and look had been established for each of the simulations I consolidated each to its own HDA with tools to allow myself and other artists to setup and control those simulations for each shot. As new fixes, controls, and/or parameters were needed I was able to roll out a new version of an HDA and disseminate those to each of the shots.

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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.

FRAMESTORE

Design Pipeline Technical Director

2020 - 2021

I worked closely with the Creative Directors, Senior Art Directors, Producers, and artists in Chicago, as well as the Global Integrated Advertising Pipeline team to develop, test, and maintain tools for use on high-end design and motion graphics content. In addition to my responsibilities as a Pipeline TD I was responsible for research on bridging the gap between design and traditional CG or VFX workflow, as well as investigating the use of real-time technologies and Artificial Intelligence within the area of design and motion graphics.

- Work closely with the Systems team in advisement of hardware and software needs for Design specific needs.
- Maintenance of existing tools: development to support new DCCs, troubleshooting, and optimisation.
- Documentation of tools, workflows, and all software development.
- Development of tools and software tying together workflows using various DCCs (Houdini, Maya, C4D, After Effects, Nuke, etc.)
- ACES: documented ACES color workflows for artists. Developed distributed image conversion tools for batch processing.
- Custom Deadline Render Plugins
- Artificial Intelligence: Development of Style Transfer Tools via Neural Networks.
- Shotgun: maintenance and extension of Framestore's current implementation of Shotgun.
- Maintenance and development of pipeline tools and software using various technologies: (Python 2/3, YAML, JSON, Environment Modules, WPKG, Git, Qt, Linux and Windows command line bash, tcsh, cmd)
- Broadening pipeline tools to support Windows 10 in addition to Linux.

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

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 & lidar) R&D and pipeline integration

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

FREELANCE / STUDIO ARTS

University of Chicago - Oriental Institute

2013 - 2014

Project: Remembering Katamuwa

Role:

- Digital reconstruction of Turkish Stele
- Digital reconstruction of ancient city Sam'al
- Production of 8min diptych video "Remembering Katamuwa"

Jason Salavon

2013

Project: A Seamlessness Between Things

Role:

- Modeling / Texturing / Correction of 3D real-time models

University of Chicago - Computational Institute

2012 - 2013

Project: Eureka

Role:

- Development of interactive online tools for gathering weighted opinions on complex layered networks

FREELANCE / STUDIO ARTS

Todd Pavlisko

2014 - 2015

Project: Hummingbird

Role:

- Modeling & animating 3D reference material to aid in production of melted instruments by luthier

Project: Crown

Role:

- Camera matching sniper footage in gallery
- Modeling, rendering, and compositing of 3D bullet in HD video
- Video editing and compositing for 8 syched displays
- Consulting with gallery on synching displays

SMART Museum of Art & University of Chicago

2008 - 2011

Project: Echos of the Past: The Buddhist Cave Temples of Xiangtangshan

Role:

- Processing / cleanup of lydar scans of caves and found artifacts
- Animation & rendering in Maya
- Compositing for tryptych video projections

Exhibited:

- SMART Museum of Art
- Smithsonian, Freer and Sackler Galleries

TEACHING

School of the Art Institue of Chicago

2010 - 2014

Courses:

- Interactive 3D
- 3D Space II: Animation
- Web Art
- Advanced 3D Modeling
- Intro to 3D Animation

University of Illinois at Chicago

2009 - 2014

Courses:

- Interactive Art
- 3D Modeling in Maya for Interactive Applications

Digital Bootcamp

2009 - 2011

Courses:

- Adobe Flash
- Web Development
- JavaScript

Columbia College

2009 - 2011

Courses:

- Interaction Design
- Technical Illustration