

BFA, MFA School of the Art Institute in Chicago (Video/Film/Art and Technology)

WORK EXPERIENCE

Olwen, Independent Consultant - Huntsville Alabama, 8/2014 – present

- Martinez/Image FX/Nickelback, Theatrical proximate permitting and licensed cover
- Martinez/ImageFX/Jelly roll – permitting
- ImageFX/Louis Tomlinson - Freelance Licensed Pyro/flame theatrical cover
- Pyrotechnico/Calvin Harris – Freelance Licensed Pyro/Flame theatrical cover
- Pyro Productions/New Direction - Pyrotechnics licensed cover
- Pyroam/ImageFX/Trans Siberian Orchestra 2022 – Lead licensed Pyro/Flame cover/permitting
- Pyro Productions/Greta Van Fleet - Pyrotechnics licensed cover
- Pyroam/ImageFX/Trans Siberian Orchestra 2021 – Co-Lead licensed Pyro cover/permitting
- Pyro Productions/Morgan Wallen - Pyrotechnics licensed cover
- GunFun - Technical AR/VR Producer - augmented reality/Kvant laser FPS game
- McMahan Ventures Project Manager - 3D landscapes and photorealistic building visualizations
- North Alabama Land Trust - Video Producer and editor - summer concert series

Columbia College Chicago, Adjunct Teacher - Chicago, Illinois, 9/2012-5/2014

- VFX Producing Classes covering planning, budgeting, scheduling, and production supervision
- 3D VFX CGI Studio classes, modeling, animation, tracking, particles, compositing and motion graphics
- *Maya, Nuke, and Adobe After Effects*

Hubnutz Pte Ltd, CEO and Managing Director - Singapore, Singapore 3/2007 – 2/2010

- Worldwide online work hub for Artists, facilities in Singapore and Ho Chi Minh City Vietnam
- Platform developed to organize and schedule 1300 artists and assets for Games, TV and film
- Defined 3D asset management and scheduling software specifications
- Business advisor and mentor for Azione Capital, a Singaporean micro funding initiative

Infinite Frameworks, CG Supervisor - Singapore, Singapore, 3/2006 - 3/2007

- Supervised 35 2D/3D artists in Indonesian outsource animation facility
- Analyzed scripts for breakdown of assets, scheduling and production priority lists
- Managed approvals pipeline for Director and Art Director
- Directed 3D optimization of virtual sets, scenes and clothing for asset reuse
- Supervised R&D and CG pipeline for rigging, modeling, lighting and procedural animations
- Performed 360 performance reviews and feedback of artists

Art Institute Online, Online Instructor - Pittsburgh, Pennsylvania, 1/2003 - 5/2006

- Instructed for the Game Art and Design Degree and Professional Development programs
- Taught 3D modeling, animation, color theory, game design and art history
- Subject Matter Expert and Instructional Designer animation and modeling classes, NIIT in India

Digital Simulation Labs Inc., CEO - Huntsville, Alabama, 7/2000 - 3/2006

- Project manager, Revolutionary Electronic Textiles, for DARPA sub-contractors
- Proposal, Cyberware Anthropomorphic Modeling Tools for Air Force for automated uniform fit.
- Supervised plug-in programming, UI/UX, and QA testing on Corsim for traffic flow analysis
- 3D animated CG fractal terrain of Arches National Park, supervised remote global CG team of 6

Reflection Fabrix Inc., President and Co-founder - Playa Del Rey, California, 3/1998 - 3/2000

- All aspects of business development for first commercial *Softimage* plug-in Cloth Simulator
- Supervised programming and UI/UX for excellent end user experience
- Produced models and simulations for R&D and marketing efforts
- COKE JITTERBUG TV Commercial, (*Gold Clio*) – Supervised beta 3D cloth testing at Digital Domain
- MATA HARI photorealistic character with seven layers of animated fabric for Motek, Amsterdam

Digital Domain, Senior Artist 1 - Venice, California, 4/1995 - 7/1997

- Movies: TITANIC (*Oscar best VFX*), RED CORNER movies
- TV commercials: NIKE (*Silver Clio*), BUICK, BUDWEISER, NISSAN, GENERAL CINEMAS
- Theme Park and Interactive: TERMINATOR 2-3D, BARBIE FASHION DESIGNER 2 Game
- Large asset libraries of full screen photorealistic clothing and Cyber-scanned people
- Supervised the programming of 3D physics based procedural plug-ins/UI/UX for hair and garments
- Supervised modeling/motion capture for 300 assets including garment fit and interaction

Colossal Pictures, Modeler / Animator - San Francisco, California, 1/1994 - 12/1994

- TV commercial: INTEL PENTIUM
- Interactive: THE MOXY TV SHOW, Squeezles SGI videogame
- Modeler and animator

Warner Brothers (WBIT), Lead Modeler – Sherman Oaks, California, 5/1994 - 12/1994

- Movies: BATMAN FOREVER, THE LITTLE PRINCESS (*Oscar, Best Art Direction*), MARVIN THE MARTIAN 3d
- Modeler, Animator, and Motion capture TD for photorealistic anatomical Cyberware scans

Industrial Light and Magic, Modeler Animator - San Rafael, California, 5/1993 - 8/1993

- Movie: THE MASK (*Nominated – Oscar, best VFX*)
- Anatomical character and clothing modeler / animator

Boeing, Subcontracted through AeroTek, Analyst - Huntsville, Alabama US, 8/1992 - 2/1993

- Modeled interior of INTERNATIONAL SPACE STATION FREEDOM for color study and crew orientation
- Translated and compiled CAD files from multiple vendors on different platforms to create first 3D model
- Intercepted major digital-mockup CAD discrepancies between vendors saving NASA millions

Additional Licenses Certifications and Memberships

Alabama Pyrotechnics Special Effects/Flame Operator (SE-76)

California Special Effects 3 (4936-08)

California Theatrical Trainee (4207-09)

Western Pyrotechnic Association Member #877

Alabama - Commercial Driver's License CDL-B (Hazmat/X) with airbrake

UAH, Certified Federal Contract Management Specialist – Huntsville, Alabama US, 2011

Socrates, Online facilitator/teacher training certificate 2000

NYIT, graduate classes (Partial MBA degree)2005-2006

Guest Lecturing Cloth and VFX

U-Penn Annenberg School of Communication

NY Siggraph at Fashion Institute of Technology

American Film Institute

Singapore Polytechnic & Nanyang Technical University

Media and Awards

Academy Award for Visual Effects, Titanic

Academy Award for Best Art Direction, Little Princess

Gold/Silver Clios for Animation, Coca-Cola Jitterbug and Nike Virtual Andre

Terminator 2 3D Themed entertainment award 1996

Cinefex - #60, December 94, The Mask, From Zero to Hero, page 53

Cinefex - #72, Titanic, Ship of Dreams, page 92

Hollywood Reporter Special Siggraph edition, Fabrix 1998

Deformable Fabric Radar Arrays, Presented in Conjunction with Clemson at IEEE Radar Conference

13th Eurographics Workshop, Piza, Italy, Simon Gibson and Paul Debevec (mention) page 309

The Art of 3-D: Computer Animation and Imaging, 2nd ed. Isaac Kerlow, page 144