

Graham Thompson

OBJECTIVE

Obtain employment as a Technical Director in a production environment which is motivated and provides an environment to learn new skills and improve work quality.

EXPERIENCE

Rhythm & Hues Studio El Segundo, CA Aug 11 – Present

FX Development TD

- I currently work in the FX Development Group building tools and designing workflows.

CIS VFX Group Vancouver, BC Jul 09 – Aug 09

Technical Director / Pipeline IT Coordinator

- Site specific tools for automated shot and asset conversion for *Invictus*.
- Improved design and efficiency of sprite based crowd system.
 - I helped create a new system which automatically optimized sprite rendering, as well as significantly reduced cooking time through attribute manipulation.
- Python geometry asset optimization and asset creation/support.
 - I rewrote existing assets to increase speed as well as created various new artist tools.

Side Effects Software Inc. Toronto, ON Nov 06 - Aug 08

Technical Director / Product Specialist

- Advanced Tool Development
 - I created interactive tools that enhanced Houdini's physical simulation capabilities: geometry fracturing and workflow, as well as particle and particle fluid effects.
 - I developed Auto Rig character tools with motion capture support. These easy to use tools involved significant viewport interactivity as well as on the fly asset and parameter creation.
 - Helped to maintain and improve existing Python modules and scripts.
- Community
 - Presented training classes at Siggraph and Side Effects Software events.
 - FX animation for various demos and client presentations.
 - Answering python and tool development questions for support and on the forums.

EDUCATION

Santa Monica College Aug 08 – June 11

Associates Degree – Computer Science

Vancouver Film School June 06 – Oct 06

Houdini Certification + Nuke

Vancouver Film School Sept 03 – Aug 04

Diploma – 3D Animation and Visual Effects – Visual Effects Stream

SKILLS

Software – Houdini, Nuke, After Effects, Photoshop, Illustrator

Languages – Python, Hscript, Unix, C++, Java, PHP, Javascript, MySQL

Hardware – Linux, Mac OS X, Windows