

Tom Schultz

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CAREER GOAL

To secure a position as a Technical Artist, specializing in 3D Visualization, Game Art and technical programming to help assist artists and workflows

PROFESSIONAL EXPERIENCE

Sony Pictures Imageworks Canada - Matchmove Supervisor Vancouver, BC. (October 2014 - October 2018)

- Supervising, as well as participating in, a team of matchmove artists.
- Accountable for meeting productivity and quota targets on all VFX Productions
- Lens distortion, Lidar, photogrammetry point person for the entire facility.
- Managing external vendors and the quality of their work.
- Responsible for troubleshooting art and technical problems, interacting with managers, producers and peers to exchange complex information and improve workflow processes

Sony Pictures Imageworks - Senior Technical Director Culver City, CA. (May 2006 - September 2014)

- Managing external vendors and the quality of their work.
- Writing department specific software tools, to enhance productivity and improve workflow
- Matchmove and Rotomation Artist and Lead on varies VFX Productions
- Stereo Camera Technical artist/ production team Lead
- Hair and Cloth Technical artist on All-CG Feature Films
- Layout Artist on VFX Productions
- Photogrammetry and lidar point person.

Digital Domain - 3D Visual Effects Artist and Lead Venice, CA. (June 2003 - April 2006)

- Feature Film 3D Camera Tracking, matchmoving, and modeling.
- Well versed with camera/scene output and virtual set modeling in Lightwave, Houdini and Maya.
- Extensive knowledge with Digital Domain's Proprietary 3D Tracking Software
- Created 3d survey geometry from reference photos to be used with matchmoving shots.
- Helped troubleshooted shots from animation and compositing

Horizon Displays (www.horizondowning.com) - Draftsman DeKalb, IL. (1997 - May 2002)

- Responsible for constructing blueprints for the design of exhibit booth displays in (AutoCAD) and handed off prints to the Carpentry Department to build.
- Prepared Material Order Sheets and assisted sales people with reconfiguring new display designs and layout all logistics including (materials needed, exact measurements, electrical requirements and show requirements).
- Troubleshoot with sales staff and assist clients with all custom changes that occurred during the building of each exhibit display.
- Maintain AutoCAD Component Database to utilize for all designs.

EDUCATION

Kishwaukee College

Malta, IL. (1995-1997)

- Associate of Applied Sciences in Computer Aided Mechanical Design,
- Certificate in Computer Aided Architectural Design

Dekalb High School, Dekalb, Illinois 60115, (Diploma 1995)

DIGITAL SKILLS

- 2D Design: Adobe Creative Suite, Autocad
- 3D Design: Unreal Engine 4, 3DS Max, Maya, Nuke, Blender, Sketchup, Vray, Arnold
Substance Painter, Quixel's Mixer
- Motion Tracking: 3D Equalizer, After Effects, Pftrack, Boujou
- Photogrammetry: Agisoft Photoscan, Reality Capture, Meshroom
- Programming Languages: Python, Qt, C++, Ruby, some C#, Javascript

REFERENCES

Available upon request