Andrew Thompson

Los Angeles, California

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Experience

Senior Technical Director

Evil Eye Pictures, 2022 - 2023

- Look Development, FX, and Skeletal Mesh Workflows in a development build of Unreal Engine 5
- Responsible for rigging character assets, creating and building FX tools, and camera and layout work.

LAB Supervisor

MPC Film, 2021 - 2022

- Look Development, FX, and Blueprint Optimization for Virtual Production
- Responsible for Animation, VAD, and Lighting preparation for VCAM and Motion Capturing. Working with Operators to ensure tools are functional with limited downtime on shoots.
- Supervised hand off to post team and ensured environments, characters, and crowd positions transferred into other DCC applications from Unreal

Rigging Lead / Visualization Supervisor / Senior CG Artist

Framestore, 2019 - 2021

- Lead small team of Rigging Artists to rig over 130 characters in 95 days, including facial rigging, simple CFX rigging, and tech animation fixing.
- Rolled into Senior CG Artist for Lighting, FX, and Comp when the show needed.

Rigging TD

Fox VFX Lab, 2019

- Custom Character Rigging for Virtual Production and Facial Rigging for Motion Capture.
- Created quadrupeds and winged creature rigs for Unreal Engine

Virtual Production Artist

Pixomondo, 2018 - 2019

- Hard Surface Modeling and Vehicle Rigging for TV Production
- Worked offsite with the art department and client facing for art direction.

CG Generalist / Visualization Lead

Framestore, 2018

- Create Environments, Props, Character and Creature Rigs for real time and prerendered.
- Work using real time engines like Unity for both VR and AR experiences.

VAD Artist / CG Generalist

Lightstorm Entertainment Inc., 2017

- Create Environments, Props, Character and Creature Rigs for Virtual Production
- Created shot compositions and Environment Layout for use in Virtual Production

CG Generalist

The Third Floor Inc., 2016 - 2017

- Create Environments, Props, Character and Creature Rigs for Virtual Production.
- Clean Motion Capture for Multiple Characters, Key Frame Animate Characters, and Camera Animations for use in Layout.

Education   **Diploma in 3D Animation & Visual Effects with a Specialization in Modeling**

Vancouver Film School, Vancouver, Canada, 2015 - 2016

Bachelor of Arts Degree in Media Arts and Design with a Concentration in Game Arts and Design

Mt. Sierra College, Monrovia, California, 2011 – 2014