**Andrew Thompson**

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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.
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| **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