**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. |
| **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