

Lead technical director and composer with eleven years experience in commercial and visual effects production. Strong technical and artistic skills specializing in lighting and seamless compositing of live action and CG elements for film and television. Excel at problem solving complex technical challenges and last minute look development needs during production. Able to solve Rubik's cube in under 3 minutes!

1434 Berkeley Street, #1  
Santa Monica, CA 90404

Vukster@gmail.com  
<http://www.vukster.com>

---

**EXPERIENCE****Sony\_Pictures\_Imageworks Oct 2005 - June 2009**

Lighting\_Lookdev\_and\_Compositing\_Technical\_Director

- + Key lighting of hero characters in Oscar nominated Superman Returns and other blockbuster visual effects films.
- + Assisted look development for all hemocyte characters clothing and massive crowd simulation agents in I Am Legend.
- + Seamless compositing of complex live action green screen and photoreal CG body double characters, props and environments.
- + Compiled custom renderman utility shaders for matte passes.
- + Dr. Manhattan (Watchmen) and Venom (Spider-man 3) referenced by supervisors as key lighting examples for other lighters.
- + Aesthetic solutions in difficult pipelines for "in shot" lookdev on various assets and key characters.
- + Designed custom python scripts used by other artists on multiple productions.
- + Stereo compositing and rendering "Technical Detective".

**ICT\_Graphics\_Lab\_USC Dec 2007-March 2008**

Research\_and\_Development

- + Siggraph paper collaboration with Dr. Paul Debevec at USC ICT Graphics Lab:  
"Facial Performance Synthesis using Deformation-Driven Polynomial Displacement Maps"
- + Implemented skin shading algorithms using Maya and Mental Ray, drew facial region maps for realtime skin shading model.
- + Recruited test subjects for light stage acquisition data.

**Pixel\_Liberation\_Front May 2005 - Oct\_2005**

Lead\_Technical\_Director

- + Supervised on set acquisition of HDR and texture map data in New Orleans for the feature film "Stay Alive".
- + Lead technical director on first film project at studio. Supported the entire character animation department with custom tools.
- + Collaborated with script supervisor and maintained a minimal footprint on set.
- + Generated custom hybrid quaternion IK/FK rigs for animators in Softimage XSI (rigging and enveloping).
- + Implemented RBD ragdoll simulation in XSI and generated several fluid simulations with Realflow.

**Psyop\_(New\_York) May 2000 - May 2005**

Lead\_Technical\_Director

- + First employee hired and hand picked to lead animation and rendering for major AT&T Broadband campaign.
- + Developed and implemented unique spline based animation techniques from senior designers' style frames.
- + Acquired on set HDR data including reference photography of Adrien Brody and Kate Beckingsale for Diet Coke commercial directed by Michel Gondry. (Used circular 8mm Sigma fisheye lens and Canon EOS 10D for acquisition.)
- + Implemented HDR environments using projection techniques on simple geometry.

**Nickelodeon\_(New\_York) June 1998-May 2000**

Animation\_Lead

- + Lead animator on several on air spots and commercials.
- + Created animation and FX based on senior designers vision.

---

**ACHIEVEMENTS:**

- + Academy Award nomination for Best Visual Effects - SPI: Superman Returns.
- + Dr. Manhattan shot selected for cover of Entertainment Weekly special edition which highlighted the Watchmen production.
- + Taught Mental Ray for Maya workshop at Imageworks training department and demonstrated simple to advanced rendering techniques and bsp optimizations in Mental Ray.
- + Aero "Bubble Girl" commercial featured in Electronic Theatre SIGGRAPH 2005.
- + NYU Cada Instructor for summer 3D program.
- + Guest lecturer at Gnomon and School of Visual Arts showcasing 3D techniques used in commercial production.

---

**EDUCATION:**

School of Visual Arts New York, N.Y. BFA Computer Art 1994 - 1998

**SOFTWARE:**

Maya, Softimage, Shake, Mental Ray, Prman, After Effects, Photoshop, Illustrator, Unix, Linux, Windows  
Python scripting, MEL, Java script and vb script, php and MySQL.