

# Adam Katz

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Character FX Reel: <https://vimeo.com/256383440>

Creative Coding: <https://vimeo.com/204169416>

Sydney, NSW

## OVERVIEW

### Visual Effects, Development of Pipeline Tools

Film, Television, Interactive Installations, Projection Mapping

## PROFESSIONAL EXPERIENCE

### **ANIMAL LOGIC, Sydney, Australia**

2017-2019

*High end animated film production*

#### **Lead Character FX Artist**

- Peter Rabbit 2
  - Led team of character FX artists
  - Created tool and setups for automated pipeline of shots
  - Manual shot work for sequences with hero characters

#### **Character FX / General FX Artist**

- Captain Marvel
  - Hair setups for hero characters
  - Shot work for existing setup of general effects
- Peter Rabbit
  - Character effects on hero and secondary characters
  - Tool creation in Python
  - Cloth and fur simulation setups

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### **RED CARTEL, Sydney, Australia**

2018

*Virtual Reality commercial and game development studio*

#### **Virtual Reality Developer**

- Created virtual reality experiences for Shell, Qantas, and others

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### **ACADEMY OF INFORMATION TECHNOLOGY, Sydney, Australia**

2013-2017

*A specialist Higher Education Institution and Vocational Education & Training Provider.*

#### **Senior Teacher**

- Oversaw all 3d subjects, Visual Effects, and Motion Graphics

#### **Software Development and Projection Mapping**

- *Wormhole Galaxy*, Vivid Sydney, 2016
- *Vivid Spark*, Beams Festival, 2016
- *Lightwell*, Vivid Sydney, 2015 (Winner 2015 APDG Interactive Design Award)
- *People Beats*, Beams Festival, 2015

**FREELANCE AFTER EFFECTS PIPELINE TOOLS, Aescripts.com**

**2012-2019**

- Tools can be viewed at <http://aescripts.com/authors/a-b/adam-katz/>
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**MADE IN KATANA, Sydney, Australia**

**2012-2013**

*A digital entertainment agency working with local and international clients*

**Lead Character Animator**

- 3d character animation of humans, animals, and robots for music videos
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**BIG TEN NETWORK, Chicago, Illinois**

**2010-2012**

*Internationally distributed television sports network covering one of America's premiere college sports conferences*

**3d Generalist, Motion Graphics, Pipeline Tools Creation**

- Created graphics packages for long term shows and live productions
  - Developed pipeline tools for automating After Effects workflow
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**MATTHEW BYRNE FILMS, New Orleans, Louisiana**

**2012**

*Independent movie company*

**Head Graphic Artist, VFX and Compositing**

- Rainbows End
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**RIVERS FOR CHANGE, Chicago, Illinois**

**2012**

*A non-profit to help promote the protection, health, and revitalization of rivers and watersheds.*

**Motion Graphics Designer, Web Application Developer**

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**TOWERS POST, Inc., Chicago, Illinois**

**2005-2009, 2011**

*Produced factual/entertainment programming for US and international TV networks.*

**3d Generalist, Motion Graphics Designer, Pipeline Tools Creation**

- Created content for *The Discovery Channel, The History Channel, National Geographic, The Weather Channel*
- Created stereoscopic 3d animations, including cleanup of 3d photos and compositing
- Created Renderfarm pipeline and tools for use in daily and final renders

## **COMPUTER SKILLS**

### **3d Software**

- Houdini
- Maya
- 3d Studio Max
- Cinema4D

### **Compositing Software**

- Nuke
- After Effects

### **Real Time Software**

- Unity
- Touchdesigner

### **Renderfarm Software**

- Qube
- DrQueue
- ScreamerNet

### **Scripting Language**

- C#
- Python
- MEL
- Extendscript

### **Still Graphics and Editing Software**

- Photoshop
- Illustrator
- Premiere

### **Web**

- HTML
- CSS
- PHP
- MySQL
- Javascript

### **Operating Environments**

- PC
- Mac
- Linux

## **EDUCATION**

- Bachelor of Arts with Honors, Film and Video (Concentration: Computer Animation)
- Columbia College, Chicago, Illinois 2004

REFERENCES AVAILABLE UPON REQUEST