

Ivan Guerrero

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Position applying for: FX Technical Director

Work experience:

Rhino FX, New York, NY: 2007-present

Senior Technical Director

Responsible for dynamic effects and simulations, R & D, lighting, rendering, compositing, scripting, tools development, and pipeline development using Maya, Houdini, Real Flow, SyFlex Cloth, Blast Code, Mental Ray, Air, Shake, Digital Fusion, MEL, Python, Rush, and Temerity's Pipeline.

Rose Pictures, New York, NY: 2006-2007

Technical Director

Interactive and background video props for feature film *I Am Legend*. Used Maya, Adobe Flash, Shake, Adobe Illustrator and Photoshop.

My Active Driveway, New York, NY: 2006-2007

Senior Technical Director

Provided modeling, texturing, animating, rigging, lighting, rendering, dynamics and scripting support for commercial projects. Created rendering pipeline using Mental Ray, and cross-platform solution for OS X and Windows environments running Maya.

Curious Pictures, New York, NY: September 2006

Rendering Technical Director

Developed rendering pipeline using MEL for *Chicago 10* (Official selection and opening movie of the 2007 Sundance Film Festival documentary competition). Created lighting and render pass tools using MEL for other cg artists and compositors.

Charlex, New York, NY: 2006

Lighting Technical Director

Responsible for lighting, rendering and compositing of photorealistic elements for commercials using Maya, Mental Ray, Shake. Other responsibilities included creation of lighting tools using MEL scripts to automate render passes and scene set-ups.

Curious Pictures, New York, NY: 2005

Lead Hair and Rendering Technical Director; Overseas Supervisor

Responsible for design and implementation of dynamic hair system for six lead characters plus secondary and incidental characters. Created rig used by hair animators; MEL scripts for propagating hair system across dozens of characters with unique variations; and scripts for animators and lighters to set up scenes for simulations and rendering. Designed lighting rig and associated scripts used for rendering hair. Other responsibilities included general MEL scripting for rendering pipeline (particularly for crowd shots and incidental characters); pre-viz (camera animations and blocking), modeling, texturing, lighting, cloth simulations (using SyFlex); miscellaneous FX shots; motion capture; supervision and support for dozens of CG artists in New York and Hyderabad, India.

42 Productions, Boulder CO: 2004–2005

Technical Director

Responsible for 2- and 3D graphic elements for film, television and commercials, including modeling, shading, rigging, dynamic simulations, lighting, rendering, compositing, setting up and administering the renderfarm, and supervising other CG artists. Worked with clients and editors to refine rendered elements.

Hardware and software experience:

Extensive production experience working with Maya, Mental Ray, Renderman-compliant renderers, Shake, Digital Fusion, After Effects, SyFlex Cloth, Blast Code, Real Flow, Rush, Temerity's Pipeline, Photoshop, Gimp and Illustrator. Some experience with Massive and Houdini. Experience coding in MEL, Python, shell scripting and writing pipeline tools in a production environment. Extensive experience working with Linux, Windows and Mac OS X.

Instructor:

Parsons The New School for Design, New York, NY. 3D Lighting and Visual effects (graduate and undergraduate students)

Education:

University of Colorado - Denver, CO

Bachelor of Fine Arts candidate, 2002 - 2004: 3D Graphics and Digital Animation

University of Colorado - Boulder, CO

Ph.D. candidate, 1998 - 2001: Molecular, Cellular, and Developmental Biology

Vassar College

Bachelor of Arts received, May 1996. Major: Biology

Languages: English, Spanish

Interests: Soccer, travel, filmmaking, bowling, skiing, and making my 14-month old laugh as much as possible