

Ivan Guerrero

1522 10th Ave #1
Brooklyn, NY 11215

917.658.4456
guerrero.ia@gmail.com

Work experience:

Method Studios NY: September 2019-present
VFX Supervisor

Method Studios NY: September 2014-2018
CG Supervisor

Method Studios NY: September 2013-January 2014
Technical Director – “Project Almanac”
Lighting, look dev, and shader development using Houdini, Nuke and Mantra

American Museum of Natural History, NY, NY: 2013
Technical Director – “The Dark Universe”
Technical animations done in Houdini for Planetarium format illustrating concept of the Cosmic Microwave Background radiation, cloth simulations for parachute deployment of Galileo probe sent to Jupiter. Houdini, Nuke, Maya, Mantra

Framestore, New York, NY: 2010-2013- freelance
FX Technical Director- “The Smurfs”, “The Dictator”, “The Secret Life of Walter Mitty”, “The Thing”
Create dynamic effects and simulations, pipeline tools, R & D, look dev, rigging, lighting and rendering using Maya, Houdini, Massive, Mental Ray, Shake, Nuke, PRman, Arnold

The Moving Picture Company, New York, NY: 2012- freelance
Technical Director
Created particle effects and crowd simulations, R & D, lighting, and rendering using Maya, Massive, Mental Ray, Nuke

Chickpea Media, Brooklyn, NY: 2011: “The History of Future Folk”
Visual Effects Supervisor

Hornet, New York, NY: 2010-2014- freelance
Lead Technical Director/ CG supervisor
On set supervision, created pipeline tools (both show specific and company wide), character, prop, and simulation rigging, fur and hair dynamics, particle and fluid simulations, R & D, shading, lighting, and rendering using Maya, Vray, Mental Ray, Nuke

The Mill, New York, NY: 2010-2012- freelance
FX Technical Director
Performed cloth and particle effects and simulations, R & D, lighting, and rendering using Maya, Mental Ray, Nuke

Absolute Post, New York, NY: 2010-2011- freelance
Lighting Technical Director
Shading, lighting, rendering and compositing using Maya, Mental Ray and Nuke

Rhino FX, New York, NY: 2007-2009
Senior Staff 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 Staff 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

Lighting, rendering and compositing of photorealistic elements for phone commercials using Maya, Mental Ray, Shake. Wrote MEL scripts to automate render passes and scene set-ups for cingular flipping commercial.

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. Maya, Shake, Mental Ray.

Hardware and software experience:

Extensive production experience working with Maya and Houdini, Renderman-compliant renderers, Vray, Arnold, RedShift, Nuke, Shake, Digital Fusion, Massive, Qube, Shotgun, Photoshop, Illustrator, Premiere and After Effects. Experience coding in MEL, Python, hscript, javascript, shell scripting and writing pipeline tools in a production environment. Extensive experience using Linux, Windows and OS X.

Instructor:

Parsons The New School for Design, New York, NY. (2009-2011)
3D Lightings 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

Visual Effects Society member

Interests: Soccer, travel, filmmaking, bowling, skiing, and making my wife and kids laugh as much as possible