



S. THADDAEUS WASSYNGER

TECHNICAL DIRECTOR & ARTIST

OBJECTIVE

I am a young professional new to the industry seeking an opportunity in visual effects for animation, film, or video games. I am eager to work with industry professionals to better refine my skills in any way possible.

INFO

Name

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Email

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Phone

+1-(864)-561-2341

TECHNICAL SKILLS

Proficient With

- Houdini
- USD
- Nuke
- Maya
- Mari
- Substance Painter

Experience With

- Katana
- Substance Designer
- Unreal Engine
- ZBrush

Programming

- Python
- VEX
- C++
- Bash

EXPERIENCE

Department Technical Director

DreamWorks Animation

Glendale, CA
2018 - Present

- Support 30+ artists at any given time
- Assist in the making of two feature films
- Develop workflow tools for various DCCs
- Support and work with multiple departments
- Ensure software development follows studio policies

DreamWorks Animation Project

DreamWorks Animation & Clemson DPA

Clemson, SC
2017

- Create a 3D short mentored by DreamWorks
- Upkeep and troubleshoot in-house pipeline
- Model and surface environment assets
- Simulate rigid body and particle effects
- Light and composite the final film

Pipeline TD & QA Administrator

Clemson Digital Production Arts

Clemson, SC
2014 - 2018

- Assign tasks to available workers
- Manage and review approximately 100 tasks daily
- Troubleshoot and fix issues
- Train incoming employees

EDUCATION

Clemson University

Master of Fine Arts in Digital Production Arts

Clemson, SC
2016 - 2018

Clemson University

Bachelor of Science in Industrial Engineering

Clemson, SC
2011 - 2016