

CHRISTINE!UYEMURA

www.christineuyemura.com

438-334-5253

christineuyemura@gmail.com

EDUCATION

Savannah College of Art and Design, School of Digital Media

Master of Fine Arts, March 2017

Program: Visual Effects

University of Pennsylvania, School of Engineering and Applied Sciences

Bachelor of Science in Engineering, May 2013

Major: Digital Media Design Engineering **Minor:** Consumer Psychology

TECHNICAL SKILLS

Software: Houdini, Maya, Nuke, Photoshop, Illustrator, After Effects | Familiar with Katana

Specialties: Procedural FX, Volumes/Fluids, Particles, Scripting

Languages: Python, VEX, MEL, Java, HTML, CSS | Familiar with Bash, C++, PHP

WORK AND EXPERIENCE

MPC

Key FX Artist, *December 2018 - Present · Montreal, QC*

- *Maleficent 2* (2020)
- *X-Men: Dark Phoenix* (2019)

FX Artist, *April 2017 - December 2018*

- *Dumbo* (2019)
- *Godzilla: King of the Monsters* (2019)
- *The Nutcracker and the Four Realms* (2018)
- *The Greatest Showman* (2017)

Apple

Digital Artist Intern, *Summer 2016 · Santa Clara Valley, CA*

- Developed CG images for ideation and visualization purposes using software such as Photoshop, Maya, Nuke and Houdini.
- Participated in creating hard surface modeling, texturing/lighting, rigging, animating and compositing and refining in Photoshop.
- Worked closely with fellow team members and creative staff, as creative support, to visualize campaign ideas for use in packaging, retail, channel, motion graphics, and interactive environments.

Hughes Media Digital Agency

Project Manager, Developer and Designer, *Summer 2016 - Spring 2017 · Atlanta, GA*

- Managed website builds by creating production schedules, budgeting resources and communicating effectively with clients and peers.

Web Developer and Designer, *Summer 2015 - Summer 2016*

- Designed, developed and maintained custom, responsive Wordpress, Drupal and static websites using PHP, HTML and CSS.

Graphic Designer and Junior Programmer, *Summer 2013 - Summer 2015*

- Created and edited display ads, newsletters, website graphics, social media imagery and print materials for a varied client base of over 20 companies.
- Recorded and edited promotional and documentary videos using After Effects.

Savannah College of Art and Design

Advanced Particles and Procedural Effects Teaching Assistant, *Fall 2015 · Atlanta, GA*

- Assisted students in and out of class in developing their skills in Houdini, focusing on POP networks, FLIP fluids, rigid body dynamics and smoke simulations.
- Prepared and delivered lectures as needed to supplement the professor's material in topics including particle fluid simulations and VEX operator networks.
- Reviewed student projects and provided detailed critiques of the methods and aesthetics of the work.

Savannah College of Art and Design

Visual Effects Tutor, *Fall 2014 - Fall 2015 · Atlanta, GA*

- Tutored visual effects undergraduate and graduate students in Houdini, Photoshop, Illustrator and Maya, providing technical help as well as assistance with aesthetic development.
- Assisted visual effects and animation students with python and mel scripting, providing help with both language-specific problems as well as general programming concepts.

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WORK AND EXPERIENCE (continued)

Lucasfilm Ltd.

Lucas Online Intern, Summer 2012 · San Francisco, CA

- Created content pages for online Shop products, Activities and Puzzles through internal content management system, Photoshop, Illustrator and Acrobat.
- Conducted QA testing for Lucasfilm's Universal Registration launch and StarWars.com casual games.
- Researched existing user interfaces and game features for developing casual games.

Internal Drive Technology Camps

Instructor - 3D Modeling/Animation (Summers 2013 and 2011), Java Programming (Summer 2013), Game Design (Summer 2013), Graphic/Web Design (Summer 2011) · Atlanta, GA

- Enabled each student to create an original rendered animation with Maya, an object oriented programming project in Java, multiple arcade-style games in Multimedia Fusion 2 Developer or an ad campaign with Illustrator and Photoshop over the course of one 35 hour week.
- Lead daily activities, managed camp-wide procedures and assisted management staff.
- Created lesson plans, handouts and tutorials for daily instruction.

University of Pennsylvania Computer Science Department

Introduction to Programming Teaching Assistant, Fall 2012 - Spring 2013 · Philadelphia, PA

- Lead a weekly recitation of 15-20 students, using Java and basic assembly language to teach the fundamentals of computer programming.
- Collaborated with other teaching assistants to create relevant and engaging lesson plans.

ACTIVITIES AND LEADERSHIP

MPC

Culture Champion, Summer 2018 - Present

Appointed department representative for a cross-discipline committee that works with executive management to improve company culture, work flow and practices.

Women in Focus Speaker, November 2018

Spoke at and participated in panel of women leaders in the VFX industry.

FX Evolve Champion, Summer 2018

Chosen participant for committee to evaluate existing artist work flow organization and structure along with potential areas for improvement in artist fulfillment and efficiency.

Apple

Marketing Intern Challenge First Place Team Member, Summer 2016

Member of the winning five person team participating in a 24 hour challenge to develop a solution to a marketing prompt.

App Store Marketing Challenge Finalist Team Member, Summer 2016

Member of a three person team selected as a finalist in a multi-week marketing challenge centered around innovating features and campaigns related to the App Store.

GENERATE Visual Effects Challenge

Team Lead, October 2014

Lead a team of 10 undergraduate and graduate VFX students to successfully complete a 10 second full CG shot. Organized personnel based on varying skill levels and specialty areas to efficiently create all aspects of the scene. Met self-imposed benchmarks and necessary deadlines throughout challenge.

NASA Goddard Space Flight Center

SCAD Collaborative Learning Center - Sponsored Course Project Manager, Spring 2014

Participated in a Collaborative Learning Class to work directly with scientists and project managers from NASA, developing concepts for digital media based promotional material for their ICASat-2 mission. Worked as the co-team lead for finalist concept.

AWARDS

MPC FX-ELLENCE Winner , Q4 2018

Receipient of quarterly award given to an fx-ellent memeber of the FX department.

MPC Godzilla Crew Member of the Week, Summer 2018

Recognition for outstanding work and dedication during trailer delivery.