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Top Skills

Data Science
Deep Learning
Computer Graphics

Languages

German
English

Publications

Art-directable dynamic-hair shells in
Madagascar: Escape 2 Africa
MEL Scripting for Maya Animators
(First Edition)

Stephan Osterburg

Data Scientist - ML/DL Engineer - Supervisor/Technical Lead
San Francisco Bay Area

Summary

I am a Data Scientist with comprehensive expertise in computer graphics, visual effects and animation and a background in architecture. Thrive on bringing creative people and technology together — actual experiences in teamwork including project planning and management — a lifelong fascination for discovering new technologies and unquenchable desire learning new skills.

Experience

Flatiron School

Data Scientist Graduate Student
October 2018 - April 2019 (7 months)
London, United Kingdom

Immersive industry-focused Data Science program

- Data Exploration and Analysis
- Probability and Statistics for DS
- Machine Learning
- Deep Learning
- Unstructured data and natural language processing (NLP)
- Big data technologies (Google Cloud, DigitalOcean, paperspace etc)
- Big data infrastructure
- Capstone project

Framestore

Technical Lead (Creature FX)
May 2017 - June 2018 (1 year 2 months)
London, United Kingdom

- * Spearhead muscle & skin system workflow and improvement initiative
- * Collaborate with other departments on cross-department issues
- * Developed workflow toolset to simplify setup time for qualoth sim rigs for "Christopher Robin"

Projects

- * Thor: Ragnarok (2018), Christopher Robin (2018)

DreamWorks Animation

18 years 6 months

Technical Lead (Rigging)

May 2015 - February 2017 (1 year 10 months)

Glendale, CA

Technical Lead (Rigging)

September 1998 - May 2015 (16 years 9 months)

Redwood City, CA

- * Set creative and technical direction in collaboration with the CTD Department Head.
- * Oversee motion system and body deformations work for the film to satisfy creative and technical requirements while meeting the production schedule.
- * Propose solutions to help drive decisions with the Department Head.
- * Collaborate with other departments on cross department issues.
- * Identify show requirements that are not part of the standard template, work with CharTech to implement the best global solution.
- * Mentor and direct the work of the CTDs working on tasks under my domain.
- * Setup character templates and recommend alternate approaches or simplifications to keep the CTD work under budget.
- * Identify and prioritize R+D software bug fixes & feature requests.
- * Spearhead QA, documentation, and consistency.

Projects

- * Technical Lead on Trolls, Penguins of Madagascar and Madagascar: Europe's Most Wanted.
- * Contributed to Kung Fu Panda 3 by rigging one of the main characters and developing a custom hand motion system.
- * Served as a Lead Rigger for the two main characters on Mr. Peabody and Sherman.
- * Assisted with Megamind by rigging main characters such as Metro Man, Roxanne Ritchie, Hal (Titan) and the generic female characters.
- * Rigged main character Alex on Madagascar: Escape 2 Africa while developing an improved rig for his mane.
- * Worked on Shrek, Shrek 2 and Shrek the Third as CTD through several generations of evolving software.
- * Larrikins: Built and improved a versatile, full-range motion system for multi-segment limbs that allows animators to move all limbs in a fluid motion.

Pacific Data Images

CG Supervisor/FX Artist/Animator

September 1998 - September 2002 (4 years 1 month)

Palo Alto, CA

Projects:

- Acted as a CG Supervisor for nationwide commercials assisting high-profile clients such as Saturn, Coca-Cola, Kool-Aid, Sega and Monster.com.
- Served as a visual effects artist on Supernova, Mission: Impossible II and A.I. Artificial Intelligence.
- Performed compositing tasks on Forces of Nature and worked as a CTD on Minority Report and Shrek.

Das Werk

Head of 3D Department

March 1996 - July 1998 (2 years 5 months)

Munich, Germany

- Managed and helped to grow the 3D Department to up to 20 people.
- Obtained high-profile clients with responsibility for bidding, negotiation, and project management.
- Ensured each project complied with time and budget requirements.
- Worked as a technical director on the set of each commercial gaining an in-depth understanding of the footage needed by the post-production staff.
- Oversaw multiple personnel teams and served as an on-set supervisor and technical director facilitating film breakdowns and motion captures.

Projects

- Created visual graphics to support the production of Siemens – Fantasy for an Age in celebration of Siemens 150th anniversary.
- Led graphics creation for BMW's VIV / Pave Purple, a high-quality visual presentation introducing the company's new car design to the board of directors.
- Performed character animation and implemented special effects for the movies Run Lola Run and Winterschläfer.

Alias|Wavefront

Application Consultant

August 1995 - February 1996 (7 months)

Independent

Independent CG Supervisor/Technical Director

September 1994 - July 1995 (11 months)

Bibo TV, Germany
Senior Animator
August 1993 - August 1994 (1 year 1 month)

Alias|Wavefront
Application Consultant
May 1991 - July 1993 (2 years 3 months)

Vierte Art, Germany
Modelling Artist and Software Engineer
April 1990 - April 1991 (1 year 1 month)

A.V. Hartwig / Multivideo
Graphic Operator
October 1989 - March 1990 (6 months)

Siemens Ltd., UK
Graphic Operator (Internship)
October 1988 - December 1988 (3 months)
Congleton, UK

Data Technology Consultant Inc.
3D Modeler
March 1988 - September 1988 (7 months)

Steiner Film GmbH
3D Modeler
October 1986 - February 1988 (1 year 5 months)

Architect Office Bienert
Architectural Draughtsman
January 1981 - March 1984 (3 years 3 months)
Starnberg, Germany

Education

Flatiron School
Data Scientist, Data Science (Full Time Online Bootcamp) · (2018 - 2019)

Control Data Institut

Software Engineer, Computer Software Engineering · (1989 - 1989)

IVM Technical Consultants GmbH

CAD Engineer, Architectural Drafting and Architectural CAD/
CADD · (1989 - 1989)

Städtisches Abendgymnasium München

High School Diploma, Naturwissenschaftlich-Technologische
Ausbildungsrichtung (NTAG) · (1983 - 1986)