Stephan Osterburg

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Profile

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

DATA SCIENCE Graduate Student
FLATIRON School, LONDON, UK — October 2018-April 2019
- Immersive industry-focused Data Science program
- Data Exploration & Analysis, Probability and Statistics, Machine Learning, Deep Learning, Big Data

TECHNICAL LEAD (CreatureFX)
FRAMESTORE, LONDON, UK — May 2017-July 2018
- Spearhead muscle & skin system workflow and improvement initiative.
- Collaborate with other departments on cross department issues.
- Developed workflow tools to simplify setup time for sim rigs etc.
<u>Projects</u>: Thor: Ragnarok, Christopher Robin

TECHNICAL LEAD (RIGGING)
DREAMWORKS ANIMATION, GLENDALE, CA — 2015-2017
PDI/DREAMWORKS ANIMATION, REDWOOD CITY, CA — 2002-2015
- Set creative and technical direction in collaboration with the CTD Department Head.
- Oversee technical development and optimization efforts and coordinated effort with other shows.
- 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 team to implement the best global solution.
- Improve and evolve the production pipeline
- 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.
<u>Projects</u>: Shrek, Madagascar, Kung Fu Panda, Megamind, Trolls, and many more

CG SUPERVISOR/FX ARTIST/ANIMATOR
PACIFIC DATA IMAGES, PALO ALTO, CA – 1998-2002
• Helped integrate industry tools, such as MAYA, into the company's animation pipeline.
• Worked with programmers to transfer part of the PDI's proprietary software over to MAYA.
Projects

• Served as a CG Supervisor for national commercials working with high-profile clients such as Saturn, Coca- Cola, Kool-Aid, Sega, and Monster.com.
• Performed as a Visual Effects Artist on Supernova, Mission: Impossible II and A.I. Artificial Intelligence.
• Executed composting tasks on Forces of Nature and worked as a CTD on Minority Report and Shrek.

HEAD OF 3D DEPARTMENT

DAS WERK, MUNICH, GERMANY – 1996-1998
• Established a 3D department to expand the visual effects segment of the business.
• Secured high-profile clients with responsibility for bidding, negotiation, and project management.
• Assured each project complied with time and budget requirements.
• Served as a technical director on the set of each commercial developing an in-depth understanding of the footage needed by the post-production staff.
• Managed multiple teams and acted as an on-set Supervisor and Technical Director managing film breakdowns and motion captures.
Projects
• Supervised the visual effects on the production Siemens – Fantasy for an Age.
• Directed graphic creation for BMW's VIV / Pave Purple, a high-quality visual presentation introducing the company's new car design to the board of directors.
• Developed special effects for the movies such as Run Lola Run and Winterschläfer.

Other Related Experience
• CG Supervisor / Technical Director, FREELANCE, Munich, Germany
• Senior Animator, BIBO TV, Frankfurt am Main, Germany
• Application Consultant, ALIAS, Munich, Germany
• Modeling Artist / Software Engineer, VIERTE ART, Munich, Germany
• Graphics Operator, A.V. HARTWIG / MULTIVIDEO, Munich, Germany
• Modeling Artist, STEINER FILM, Munich, Germany

Skills
• Software: PDI (proprietary), MAYA, Houdini, Unity3D, Unreal, GitHub, JIRA, Confluence
• Language:
  • proficient: Python, tensorflow, Keras, dask, Pandas, Numpy, scikit-learn
  • prior experience: C, C++, PDI Script (proprietary), Perl

Education
• Data Scientist, FLATIRON SCHOOL - **April 2019**
• Software Engineering Diploma, CONTROL DATA INSTITUTE - **December 1989**
• Architectural CAD/CADD Diploma, IVM TECHNICAL CONSULTANT - **March 1989**
• Architectural Draughtsman, ARCHITECT OFFICE BIENERT - **March 1984**

Achievements
• Co-Authored MEL Scripting for Maya Animators (First Edition) by Mark Wilkins & Chris Kazmier
• Siggraph 2008 presentation: Art-Directable Dynamic-Hair Shells in Madagascar: Escape 2 Africa