



Arthur Cunha

Technical Artist

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Vancouver, British Columbia

EXPERIENCE

08/2023 - Present

Pipeline TD

Sony Pictures Imageworks

K-Pop: Demon Hunters / Ghostbusters: Frozen Empire

- Wrote proprietary render plug-ins in C++, OSL and GLSL.
- Led the development of a new camera distortion workflow between 5 departments.
- Optimized scenes with large environment scans and mocap data for match-move setups.

03/2023 - 08/2023

FX Artist

Sony Pictures Imageworks

Spider-Man: Across the Spider-Verse

- Collaborated on HDA templates to improve the crowd pipeline.
- Sequence wide work using the proprietary Kismet system, applying effects on crowds, characters and environments.
- Provided compositing with stylized 2D FX for hero shots.

03/2021 - 03/2023

Pipeline TD

Sony Pictures Imageworks

Spider-Man: Across the Spider-Verse

- Redesigned legacy tools with a robust new UI framework supporting over 300 users.
- Developed and maintained scripts for the animation and layout departments to achieve the show's unique art style.
- R&D with shader and deformer solutions, which allowed animators to drive art styles downstream and provided clients with closer representations of the final look.
- Wrote and expanded on documentation, with regular demos showcasing best-practices for both developer and user-facing topics.

07/2019 - 02/2021

Animation TD

Boulder Media

My Little Pony: A New Generation

- Helped design and implement the studio's first 3D feature pipeline.
- Worked closely with artists to identify bottlenecks and debug scenes.
- Mentored, trained and managed Assistant TDs.

EDUCATION

04/2018 - 05/2019

3D Animation + Visual Effects, Animation Stream with a focus on Rigging

Vancouver Film School

- Wrote a modular rigging tool used across 12 different student projects.

02/2016 - 04/2018

Visual Design

Federal University of Rio Grande do Sul

- Foundations in math, industrial design and technical drawing.

SKILLS

Programming: Python, C++, Lua, OSL
Frameworks: Qt, USD, Alembic, XGen, rez
Tools: Git, SVN, Shotgrid, Deadline, Jira

DCCs: Maya, Houdini, Unreal Engine, Blender, Katana,
Nuke, ZBrush, Substance Designer, Photoshop

LANGUAGES

English	Fluent	Portuguese	Native
Spanish	Fluent		