

TOM BANKER

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SUMMARY

Technical Director with experience in Tent-pole Film Production and AAA Game Development. Extensive experience and skills in 3D character rigging, simulation, pipeline, and tools development with Autodesk Maya, ILM Zeno, and Motion Builder using Python and MEL. Strong technical art skills with aesthetic eye towards rigging, deformations, and simulations. Capable in group collaboration and team leadership. Strong work ethic and excellent communication skills with both engineers and artists. Spirited, enthusiastic, and eager to further develop my skills as an advanced Technical Director.

PROFESSIONAL EXPERIENCE

Technical Artist – MZ (Machine Zone)

July 2017- Present

Developing the 3D Asset and Outsourcing Pipeline. Technical and Art support on all MZ games.

Technical Artist – TinyCo

January 2016 – July 2017

Leading 3D Art Pipeline and 3D Art Department Tools Development. Assisted engineers implement shaders and animation data optimization. Documented best practices, work flows, identified and reduced pipeline bottlenecks. Overall technical support of Marvel art team.

Cinematics Rig/Sim Contractor – Blizzard Entertainment

April 2015-October 2015

Overwatch Cinematic Short: “Recall” (2016) – Character and Prop Rigging

World of Warcraft: Legion Cinematic Trailer (2015) – Rigging and Simulations (Cloth, Hair, Fur)

Heroes of the Storm: Eternal Conflict Trailer (2015) – Character and Prop Rigging

Responsible for character and prop rigging, cloth and hair simulation, shot cleanup and post sim sculpting. Assisted artists with shot and asset troubleshooting.

Creature TD - Industrial Light & Magic

June 2013 – April 2015

Jurassic World (2015) – Rigging & Simulations (Flesh & Muscles, Rigids, Cloth, Hair)

Teenage Mutant Ninja Turtles (2014) - Rigging & Simulations (Flesh, Rigids, Cloth); Tool support

Noah (2014) - Rigging & Simulations (Flesh, Rigids, Cloth); Crowd Tool support

Responsible for rig and simulation set-up for creatures and props on ILM shows. Ran creature fx simulations on multiple shows. Contributed to existing and in-development rigging tools as well as the creature pipeline. Contributed to ILM knowledge base and assisted artists across departments with in-shot and asset troubleshooting.

Associate Character Technical Director - LucasArts

April 2012 - April 2013

Star Wars 1313

Development on the character/creature Rigging, Animation and Cinematic pipelines. Developed and implemented new rigging, animation, and cinematic tools to increase work flow efficiency. Responsible for rigging multiple real time props, characters and creatures. Collaborated with Industrial Light and Magic artists and supervisors and contributed to development of new ILM rigging tools.

Character TD – Pendulum Studios

September 2011- December 2011

Development on the character rigging and motion capture pipelines. Implemented new tools and techniques using Mel and Python while simultaneously maintaining, and troubleshooting legacy code and tools for the rigging and animation pipeline. Built character rigs and deformations for client presentations and an unannounced game title.

Character TD Intern – Sony Pictures Imageworks

June 2011– August 2011

The Amazing Spiderman (2012)

Responsible for Fence Lizard variant setup and body deformations; responsible for industrial crane prop rigs. Trained in proprietary character body and facial setup tool sets. Created rigging training resources and materials for new hires.

EDUCATION Master of Fine Arts; Animation

September 2011

Savannah College of Art and Design (SCAD), Savannah, Georgia

Bachelor of Science; Computer Graphics Technology

May 2009

Purdue University, West Lafayette, Indiana

TECHNICAL SKILLS

Software: Maya, ILM Zeno, Motionbuilder, Unreal Editor, QT Designer, Adobe Creative Suite

Systems: Windows, Linux

Programming: Python, MEL, Maya Python API, Pyside, PyQt