

Tom Banker

Senior Technical Artist

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SKILLS

PROGRAMMING

Python
Maya Python API
Pyside & PyQt
Bash
SQL / SQLite

SOFTWARE

Maya
ILM Zeno
Git, Github, Bitbucket, Perforce
QT Designer
Atlassian Suite (Confluence, JIRA)
Adobe Suite

SYSTEMS

Windows | Linux | OSX

EDUCATION

MFA, Animation

Savannah College of Art and Design (SCAD)
September 2011 | Savannah, GA
Thesis: *Application of 3D Procedural Animation to the Visual Presentation of Music*

BSc, Computer Graphics Technology

Purdue University
May 2009 | West Lafayette, IN

CREDITS

Unannounced Titles (2019, 2020)
World War Rising (2018)
Harry Potter: Hogwarts Mystery (2018)
Marvel Avengers Academy (2017)
Overwatch Short: "Recall" (2016)
World of Warcraft: Legion Cinematic (2015)
Heroes of the Storm: Eternal Conflict Cinematic (2015)
Jurassic World (2015)
Teenage Mutant Ninja Turtles (2014)
Noah (2014)
Star Wars 1313
The Amazing Spider-Man (2012)

LINKS

<https://github.com/bmbtnkr>
<https://linkedin.com/in/tombanker>
<https://www.imdb.com/name/nm5106255>

EXPERIENCE

Machine Zone (MZ) | Technical Artist

July 2017 - Present | Palo Alto, CA
Developing the Art and Outsourcing Pipelines. Technical and Art support, character rigging support on all MZ games. Additional support developing database, LiveOps Sales tools, and Build validation scripts.

TinyCo (Jam City) | Technical Artist

January 2016-July 2017 | San Francisco, CA
Lead 3D Art Pipeline and Art Dept. tools development. Assisted engineers implement shaders and engine optimizations. Identified and reduced pipeline bottlenecks. Overall character rigging and technical support of art teams.

Blizzard Entertainment | Cinematics Rig/Sim TD

April 2015 - October 2015 | Irvine, CA
Character and Prop rigging. Cloth and hair simulation. Post sim and shot sculpting. Cross-department shot and asset troubleshooting.

Industrial Light and Magic (ILM) | Creature TD

June 2013 - April 2015 | San Francisco, CA
Responsible for rig and simulation set-up for creatures and props on ILM shows. Ran creature simulations on shots across multiple shows. Contributed to existing and in-development rigging tools (Block Party 2 - Academy Technical Achievement Award) as well as the creature pipeline. Contributed to ILM knowledge base and assisted artists across departments with shot and asset troubleshooting.

LucasArts | Associate Character TD

April 2012 - April 2013 | San Francisco, CA
Development on the creature rigging, animation, and cinematic pipelines. Developed and implemented new tools to increase workflow efficiency. Rigging realtime props and creatures. Collaborated with Industrial Light and Magic artists and supervisors. Contributed to the development of ILM rigging tools and Advanced Development Group (ADG).