

Jon Parker

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WORK EXPERIENCE

American Museum of Natural History

2007 – Present

Lead Technical Director (staff / contract)

New York /

Remote

- Scientific visualization for one of the world's best known science institutions.
- I help create award-winning, cutting edge planetarium shows that are distributed around the world.
 - Work closely with scientists to explore and utilize datasets and supercomputer simulations.
 - Create complex animations mixing realistic and data-driven depictions of the universe.
 - Lead and train other artists and designers to create powerful imagery.
 - Expert at both using VFX software and writing custom tools to convert and visualize data.
 - Develop a stack of custom software tools to facilitate efficient delivery of projects.

DAI Labs

2023 – 2024

Technical Consultant (contract)

Tokyo, Japan

- DAI Labs is a consulting firm that quickly builds AI to improve efficiencies and create new products.
- I collaborated on an app that uses synthetic images of people to accurately estimate real body measurements.
 - Created a mesh processing pipeline in Houdini software to prepare the data.
 - Wrote custom tools in Unity using C# to automate a pipeline to render thousands of images.
 - Consulted and advised DAI Labs on the best method to achieve accurate training results.

Bodygram

2021 – 2023

CG Engineer (contract)

Tokyo, Japan

- Bodygram builds AI to better understand the human body.
- I was responsible for developing a CG rendering and simulation pipeline to create realistic human images.
 - Created a garment simulation system in Houdini to auto-generate thousands of unique clothing variants.
 - Developed libraries to automatically ingest Marvelous Designer projects and import into Houdini.
 - Collaborated with engineers to create a cloud rendering system with Amazon Deadline and Houdini.

Blacksmith VFX

2020 – 2023

VFX Artist (freelance)

Remote

- Created computer generated effects for advertising at award winning visual effects studio (Apple, Wealthsimple)
- As a pipeline TD, created tools to work more efficiently with Houdini in a VFX pipeline

Framestore

2006 – 2020

VFX Artist (freelance)

Remote / New York / Los Angeles / Reykjavik

- Computer generated animation and effects for global films, advertising and VR

EDUCATION

Indiana University

May, 2000

Bachelor of Fine Arts, Herron School of Art

Indianapolis, IN

- Any other fun stuff like a minor, varsity sports, fraternity/sorority, or something that gives you a little color.

SKILLS & INTERESTS

- **Technologies:** Python, Houdini, Linux, Unity, Maya, Nuke, Deadline, Numpy, Astropy, NAIF SPICE
- **Skills:** Computer graphics, programming, visual art creation, complex information synthesis, communication
- **Interests:** Hiking and camping, gardening, furniture making, reading science papers