

Jon Parker

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Summary

20+ years of professional experience in visual effects and animation for post-production, scientific visualization, games and illustration.

Experience

Technical Consultant

DAI Labs

Aug 2023 - Present (2 months)

Develop CGI rendering pipeline to generate synthetic data for ML training purposes.

Pipeline TD

HiFi3D

Jul 2022 - Present (1 year 3 months)

Python scripting to develop template-based shot-picker, save tool and auto-write nodes for The Foundry's Nuke.

CG Engineer

Bodygram Inc.

May 2021 - Present (2 years 5 months)

- For the purpose of AI training, created an automation pipeline that would parse various fabric simulations draped on a male/female adult/child reference mesh, and then re-simulate the fabric onto scanned body meshes.
- Parsed fabric simulation data and parameters from Marvelous Designer using Python, then rebuilt and re-simulated the fabric using Vellum within Houdini over scanned body meshes, reproducing the initial conditions while improving the realism over the initial Marvelous Designer simulation.

Freelance VFX TD

Blacksmith VFX

Dec 2020 - Jan 2023 (2 years 2 months)

- Developed core scripts to support a VFX pipeline
- FX rendering and animation using Houdini for international clients
- Snow and destruction FX work for Apple TV Commercial "Share the Joy".

Lead lookdev TD

Framestore

Sep 2020 - Oct 2020 (2 months)

Houdini lighting and look development for TV commercial "Oreo - The Fair".

- Master shot setup and look development

- Execution of shot lighting and lookdev on characters and props
- Lookdev tool support
- Houdini training and support for lighting team



Lead Technical Director

American Museum of Natural History

Sep 2018 - May 2020 (1 year 9 months)

CG Supervisor, TD, generalist and science visualization for 8K 60FPS planetarium show Worlds Beyond Earth.

- Developed transform toolset to orient scenes around a solar system body relative to spacecraft mission data-driven time and spatial locations
- laid out camera paths in Houdini that traverse multiple orders of magnitude scene scale differences
- developed tools to ingest massive data sets in a way that optimally used the render farm, via (mostly) Python scripting
- parsed scientific data and turn it into a visually compelling image via scripting and DCC apps (Houdini)
- oversee optimally rendering everything at 8K, at 60fps
- created a production pipeline and a GUI using Python, linked to Shotgun, for the artists to work with
- created a pipeline to render content for multiple planetarium formats and send dailies to dome (Python)



CG Generalist

American Museum of Natural History

Nov 2016 - Apr 2018 (1 year 6 months)

Recreating visuals for a remake of the planetarium show "Passport to the Universe", originally released in 2000.



Visualization Artist

American Museum of Natural History

May 2016 - Jun 2016 (2 months)

Content development for the OpenSpace project.

- optimize offline rendered content for presentation on mobile platforms
- proof of concept realtime prototype of milky way galaxy in Unity Engine using C#



CG Generalist

Framestore

Mar 2016 - Apr 2016 (2 months)

Previz and technical proof of concept for a VR project, translating FX elements from Houdini to the Unreal Engine.



Lighting TD

Method Studios

Dec 2015 - Mar 2016 (4 months)

Lighting work in Maya and Houdini.



3D Visualization Artist

American Museum of Natural History

Oct 2015 - Nov 2015 (2 months)

Conversion and preparation of pre-rendered milky way asset for Dark Universe to be displayed in a realtime environment, including Unity3D and Openspace.

Converted Houdini volume and particles into Unity 3D asset and optimized for realtime rendering with C# and GLSL.



CG Supervisor / FX Lead

Framestore

Aug 2015 - Sep 2015 (2 months)

Houdini FX work and development on a NDA project.



Animator

American Museum of Natural History

May 2015 - Jun 2015 (2 months)

Intro animation for "Water World", a 10 minute short about our oceans presented in the Millstein Geodome, in the Hall of Ocean Life. Created a three minute flight through the Solar System down to the surface of Earth's ocean.



Lead FX TD

RVX

Oct 2014 - Mar 2015 (6 months)

Created CG snow drift and ice destruction elements for feature film "Everest".



CG Supervisor

American Museum of Natural History

Sep 2012 - Jun 2014 (1 year 10 months)

Lead Technical Director and supervision for the space show Dark Universe at the Hayden Planetarium



Senior Technical Director

Framestore

Apr 2012 - Sep 2012 (6 months)

Lookdev and fx lighting pipeline work for feature film "The Secret Life of Walter Mitty".



Technical Director

HiFi3D

Feb 2012 - Mar 2012 (2 months)

Lighting and Compositing work in Maya / V-Ray / Nuke.



Lighter

LAIKA Studios

Aug 2011 - Oct 2011 (3 months)

Lookdev and Lighting for Toys R Us commercials.

Wrote UI and shader management scripts to handle mental ray passes more easily.



Senior Technical Director

Framestore

Sep 2009 - Apr 2011 (1 year 8 months)

- Lookdev and lighting in RenderMan and Houdini for The Smurfs movie.

Wrote glue scripts in Python and MEL to integrate Houdini FX into company pipeline.

- Volumetric lookdev, r&d and renders for Eve Online MMOG

- Digital water elements for Clash of The Titans (film).

- FX pipeline, lookdev, lighting and pre-comp work for Salt (film)



Lead Technical Director

American Museum of Natural History

Jun 2008 - Aug 2009 (1 year 3 months)

CGI visualization and animation for Journey to the Stars



Technical Director

Framestore

Jul 2006 - Jun 2008 (2 years)

- Freelance work doing look development, technical direction, R&D in 3d and lighting using Maya, Houdini and Shake.

- Helped create a pipeline for rendering with mental ray standalone out of Maya in an artist friendly way.

- TD work including crowd blocking. Lighting TD work including shader design, lighting setup and compositing, shot lighting.



Lighting Supervisor

CHRLX

2005 - May 2006 (1 year)

Co-director of Photography, also lead lighting supervisor for "One Rat Short". lighting R&D, MEL scripts for lighting pipeline, look development, shader development, oversight of 5-10 other lighting artists.



Lead Lighter

Ring of Fire / Engine Room

Apr 2004 - Jun 2004 (3 months)

Lookdev and 3d lighting of a number of shots for "Sky Captain and the World of Tomorrow".



Lighter

CHRLX

Nov 2003 - Apr 2004 (6 months)

Lighting on two commercials, "M&Ms River of Chocolate" and "Gillette Venus Divine".



Freelance 3D Artist

Hornet

2001 - 2003 (2 years)

3d animation



Computer Graphic Artist

Phillips Design Group, Indianapolis

1996 - 1999 (3 years)

Education



Indiana University–Purdue University Indianapolis

Painting, BFA fine arts

1996 - 2000

Licenses & Certifications



Member - Visual Effects Society

Skills

Unity • Unity Engine • 3D Rendering • VEX • Simulations • Reverse Engineering • Python (Programming Language) • DCC • Houdini • Pipelines

Honors & Awards



AMNH Dark Universe : Best Special Venue Project : VES Awards 2014 - Visual Effects Society

Feb 2014

I was the Lead Technical Director as well as Post Production/CG Supervisor of a small crew for this project.



AMNH Dark Universe : Best Immersive Cinema (Full dome) : Science Media Awards, 2014 - Jackson Hole Wildlife Film Festival

I was the Lead Technical Director as well as Post Production/CG Supervisor of a small crew for this project.



SALT : Outstanding Supporting Visual Effects in a Feature Motion Picture : 9th Annual VES Awards - Visual Effects Society

Feb 2010



ACM SIGGRAPH 2020 Electronic Theater Official Selection, "Worlds Beyond Earth" - ACM SIGGRAPH

Aug 2020

"Worlds Beyond Earth" tells the story of the surprisingly dynamic nature of the worlds that share our solar system and the unique conditions that make life on Earth possible. Narrated by Academy Award winner Lupita Nyong'o, "Worlds Beyond Earth" takes viewers on a journey far beyond our own blue planet to marvel at the latest discoveries from our cosmic neighbors.