Stephan Osterburg

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Profile

Computer graphics expert with over 20 years of experience, including post-production, animation, visual effects, games, and virtual reality. Expertise in project planning and management; a strong background in training, mentoring, and team building while cultivating an open, collaborative environment. A proven track record of producing high-quality work under tight deadlines and currently seeking opportunities to hone these skills further and ready to take on a new challenges. In the words of Steve Jobs, 'stay hungry and stay foolish'.

Experience

Pixelgun Studio 　　　　**CG SUPERVISOR** 　　　　**Since 12/2019**

- Lead a team of artists
- Establishe and maintaine production schedule, dailies, scrums, etc
- Interact directly with clients and offsite vendors
- Create rig templates for face, body, and clothing
- Perform quality control on all deliverable content (including models, character rigs, shaders, textures, animation)
- Create and support scripts, tools, etc. (i.e., build system, cloud processing system, shader setup for Arnold)
- Investigate AR kit development, machine learning techniques, automatic geometry cleaning techniques, etc

Framestore 　　　　**TECHNICAL LEAD (Creature FX)** 　　　　**1yr 5mos**

- Spearheaded muscle system workflow initiative to simplify the setup and decreasing the overall rigging time
- Developed and implemented character pipeline to automate the setup process using a combination of a custom Qualoth (FXGear) rig and Python scripts in Autodesk MAYA - "Christopher Robin" (2018)

PDI/Dreamworks Animation 　　**TECHNICAL LEAD (Rigging)** 　　**14yrs 5mos**

- Set creative and technical direction in collaboration with the Department Head
- Conceptualized and implemented deformation pipelines; built robust, foundational prototypes (i.e., Branch from Trolls or Alex from Madagascar 2) used by the team to rig hero, secondary, and tertiary characters
- Developed and implemented toolsets to streamline setup workflow process and to minimize errors
- Coordinated and oversaw technical development and optimization efforts with other shows
- Managed motion system and body deformations work for the film to satisfy creative and technical requirements while meeting the production schedule
- Co-developed an Art-Directable Dynamic-Hair Shells for Alex in Madagascar: Escape 2 Africa
- Co-developed the muscle system for Hal/Titan on the movie Megamind
- Supervised and mentored Character TD's creative and technical work (i.e.motion and deformation systems)
- Identified and prioritized software bug fixes & feature requests with R&D

Pacific Data Images	CG SUPERVISOR/ANIMATOR	4yrs 1mos

- Served as a VFX and CG Supervisor for national commercials for high-profile clients such as Saturn, Coca-Cola, Kool-Aid, Sega, and monster.com
- Integrated industry tools, such as MAYA, into the animation pipeline
- Worked with R&D to port part of the PDI's proprietary software to Autodesk MAYA

Das Werk	HEAD OF CG DEPARTMENT	2yrs 5mos

- Established the CG Department to expand the visual effects segment of the business
- Managed and helped to grow the CG Department to over 20 artists
- Secured high-profile clients with responsibility for bidding, negotiation, and project management
- Assured each project complied with time and budget requirements
- Managed multiple teams of artists on projects including Run Lolo Run, Winterschläfer and others
- On-set VFX Supervisor and CG Supervisor managing film breakdowns and motion captures, etc.

Projects:
- Siemens – Fantasy for an Age, BMW's VIV / Pave Purple, Run Lola Run, Winterschläfer, Geisterstunde, Kollision, Comedian Harmonists, Harald, Zeamerman, Augsburger Puppenkiste - Monty Spinne Ratz

Additional Experience

- CG Supervisor/Technical Director, FREELANCE, Munich, Germany
- Senior Animator, BIBO TV, Frankfurt am Main, Germany
- Application Consultant, ALIAS, Munich, Germany
- Software Engineer, VIERTE ART, Munich, Germany
- Graphics Operator, A.V. HARTWIG/MULTIVIDEO, Munich, Germany
- Modeling Artist, STEINER FILM, Munich, Germany

Skills

- Languages: German (native), English (fluent)
- Strong mentorship, teamwork, managerial and leadership experience
- Excellent communication, analytical, and organization skills
- Proven ability to interact with all levels of an organization, including senior leadership and executives
- Extensive professional experience with a broad technical skillset:
  - Software Development
    - proficient: Python, TensorFlow/Keras, Dask, Pandas, Numpy, scikit-learn, SQL, spaCy, GitHub, Jira
    - moderately proficient: Docker, PySpark, DevOps (AWS, Paperspace)
    - prior experience: PDI Script (proprietary), C, C++, C#, Perl, Ruby, Fortran, Assembly, Basic
  - Software: PDI (proprietary), Maya, Houdini, Unreal, Unity, Nuke, Alias, Wavefront, QUALOTH, Shotgun

Education

- Machine Learning Engineer/Data Scientist Diploma, FLATIRON SCHOOL - April 2019
- Software Engineering Diploma, CONTROL DATA INSTITUTE - December 1989
- Architectural CAD/CADD Diploma, IVM TECHNICAL CONSULTANT - March 1989
- Architectural Draughtsman, ARCHITECT OFFICE BIENERT - March 1984

Achievements

- Co-Authored MEL Scripting for Maya Animators (First Edition) by Mark Wilkins & Chris Kazmier
- Siggraph 2008 presentation: Art-Directable Dynamic-Hair Shells in Madagascar: Escape 2 Africa