

# Adam Thompson

## Experience

- June 2022 – **Senior Technical Designer, Framestore**  
Present Created *Mettle*, a Python based configurable VFX project management tool that standardizes file paths and naming conventions, organizes assets and sequences, and launches software with context-aware configurations. Designed for per-project customization via YAML and isolated deployment. Interfaced between systems administrators, project managers, and artists to solve problems and improve workflows. Managed render farm software, environments, licenses, and configurations to ensure high throughput and minimize downtime. Lead a team of artists and designers over two months to complete multiple commercial spots.
- Nov 2020 – **Design Generalist, Framestore**  
June 2022 Fluid, volumetric, and finite element simulations  
Procedural 3d modeling and animation  
Developed crosscopy tool for artists to exchange node networks with each other
- Jan 2018 – **Visual Effects Artist, Carbon VFX**  
Nov 2020 Merged and integrated Carbon's pipeline tools with custom tools developed at Filmworkers. Independently developed and maintained pipeline tools. Designed and developed *Graphite*, a cross-platform Python GUI plugin for version control and organization of work files. Worked on procedural geometry modeling and animation.
- June 2016 – **Visual Effects Artist, Filmworkers**  
Dec 2017 Developed work file management Python tools to streamline VFX production for film and commercials. Maintained studio-wide VFX software configurations. Executed complex rigid body and volumetric simulations. Composited CG elements into live-action plates.
- June 2012 – **Summer Intern Programmer, JRiver**  
Aug 2015 Fixed bugs and developed features for a C++-based multimedia software suite.

## Software

- Languages Python, Java, Javascript, Bash  
Web HTML, CSS  
Tools Houdini, Nuke, Git, Docker, Visual Studio, Xcode

## Personal Projects

- 3D Printing CAD and fabrication of mechanical parts and enclosures.  
Robotics Small remote-controlled systems, microcontrollers, SBCs.  
PKM Maintaining a personal knowledge database in Obsidian.

## Education

- 2012 – 2016 **B.F.A. in Film, Video, and New Genres, University of Wisconsin Milwaukee**  
Minor in Computer Science.