Python in Film and Games

McKendree Schilthuis
Senior Technical Artist - Electronic Arts

My Career So Far...

- 2011: BFA in VFX from Savannah College of Art and Design

- 2010: Moved to LA for internship at Side Effects Software

- 2010: Started work at Mirada

- 2014: Moved to Canada to work at Image Engine

- 2014: Started at Method Studios

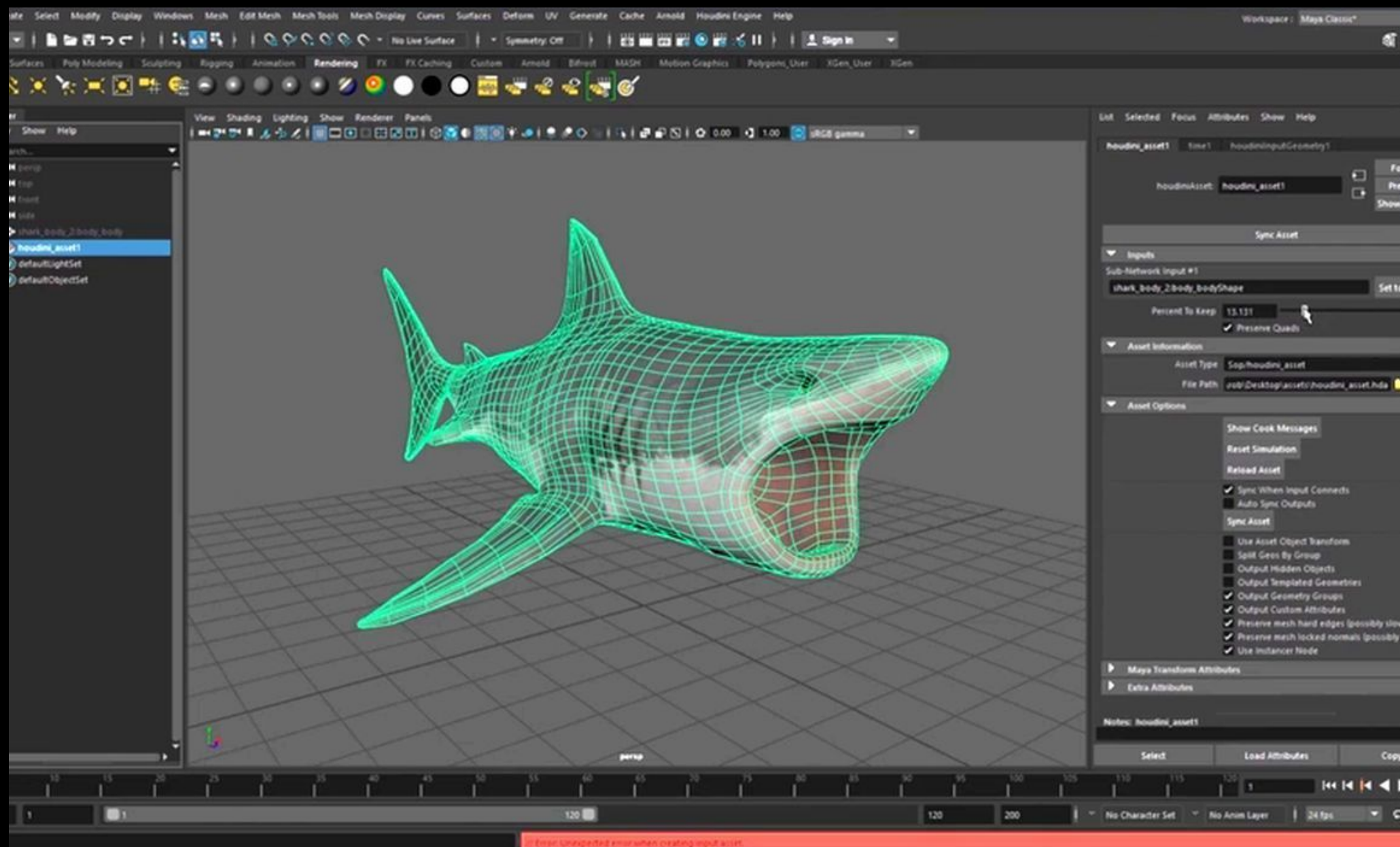- 2017: Started at Electronic Arts

Credits

- Pacific Rim

- Chappie

- Game of Thrones

- Jurassic World

- Okja

- Guardians of the Galaxy Vol. 1 & 2

- Black Panther

- Captain America

- FIFA, NHL, Need For Speed, Madden, UFC
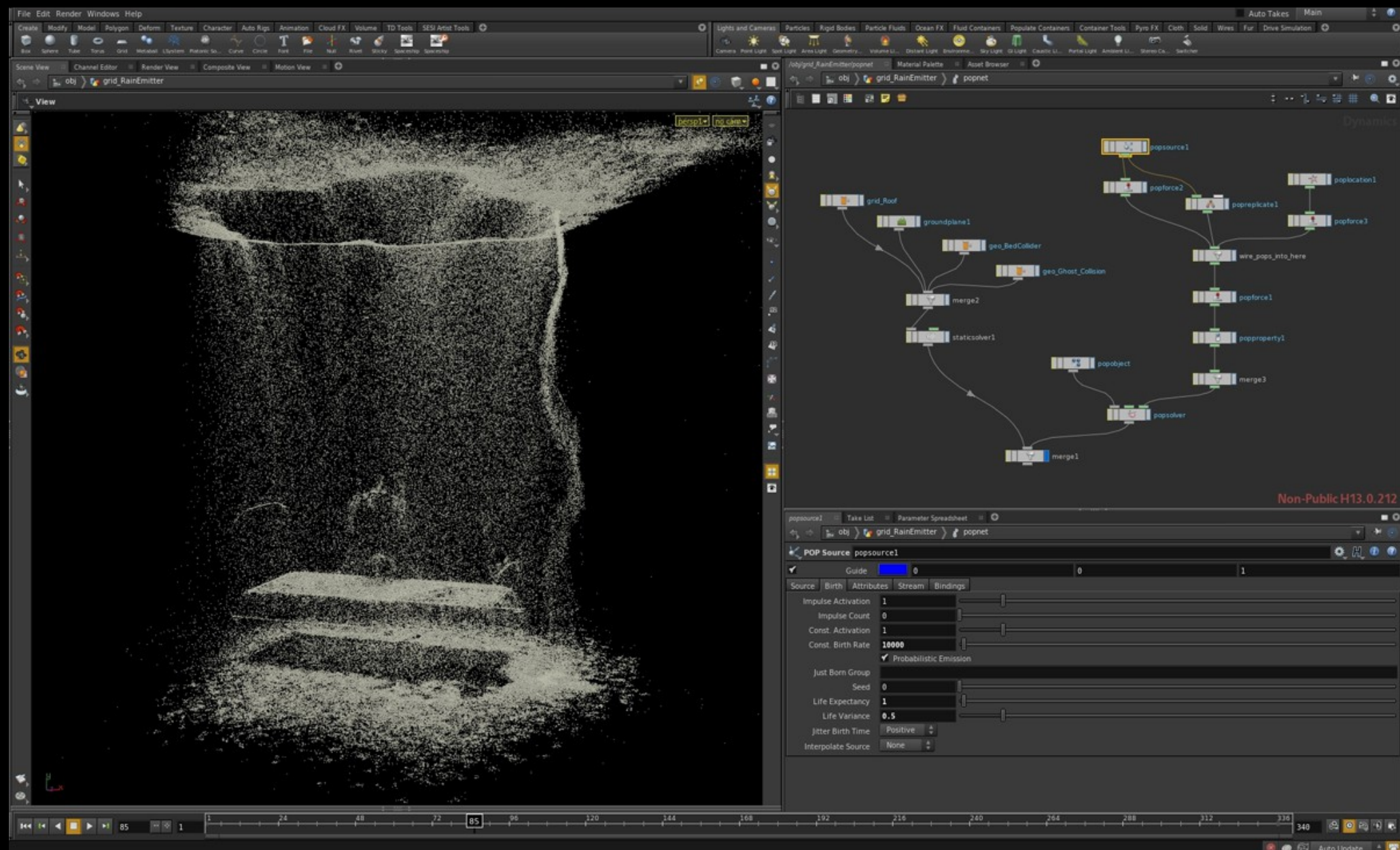
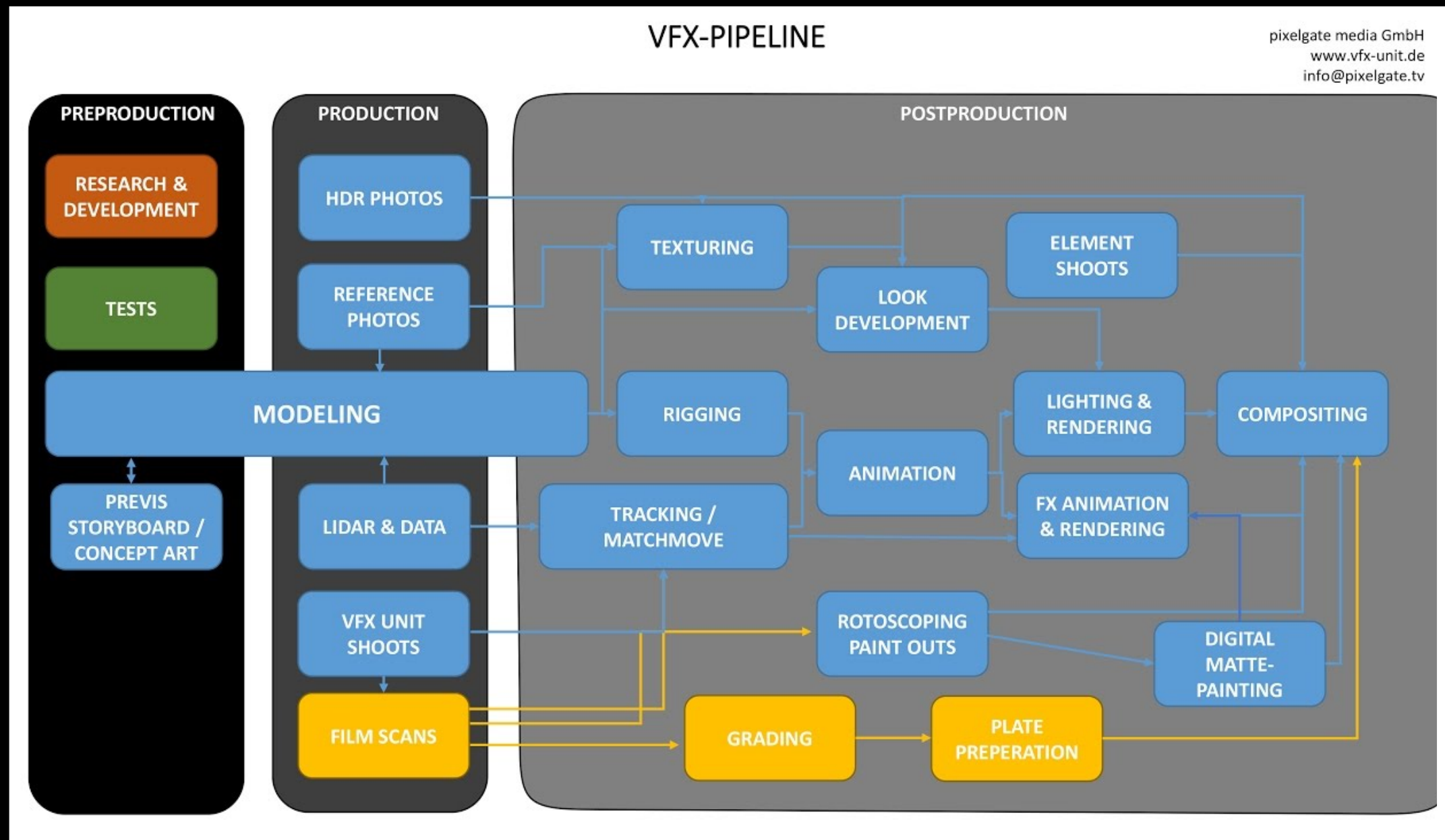**Pacific Rim**

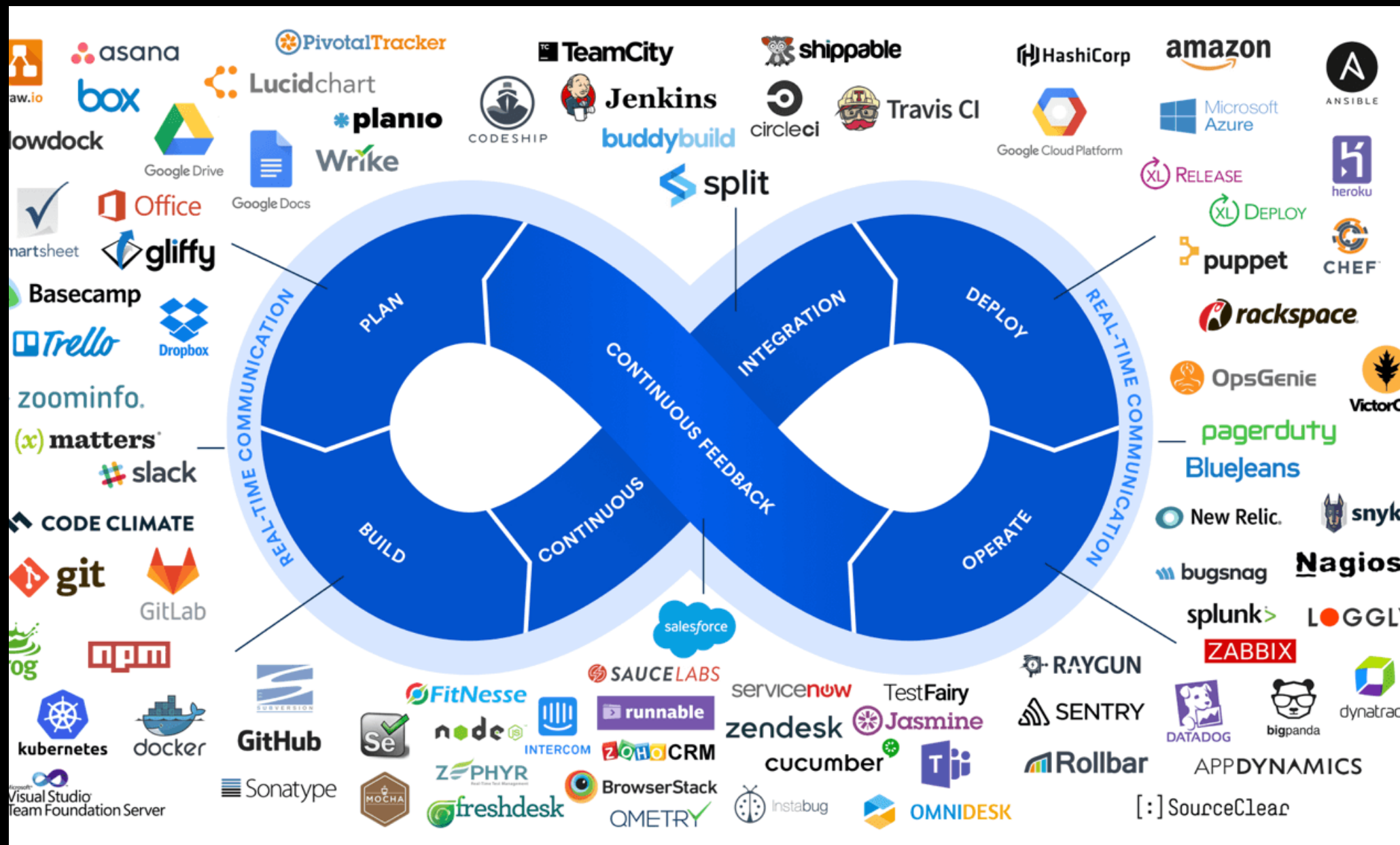Before it looks like that it looks like…

Maya

Autodesk

Houdini

Side Effects Software

Content Creation Pipeline

Devops Happened

EA Vancouver (technically Burnaby)

Questions?

Thanks!

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