

Thomas Hollier
Media Designer | VFX Supervisor
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310 463 1327
Native French speaker. US and EU passport

Seeking a project or position involving novel uses of leading-edge media tools in a story-telling or entertainment context.

Skills

Digital media design in real-time, interactive, and location-based environments
Creative and technical leadership on one-of-a-kind projects
Extensive knowledge of feature VFX and animation

Work history

--- 02/2015 -> Present: **Walt Disney Imagineering**

“*WEB SLINGERS: A Spider-Man Adventure*”, Avengers’ Campus, Disney California Adventure

-Digital Art Director and Visual Effects Supervisor

-Media Integration

“*Antman and the Wasp Nano Battle*”, Hong Kong Disneyland

-Visual Effects Designer

-Visual Effects Supervisor

“*Flight of Passage*”, Land of Pandora, Animal Kingdom

-Visual Effects Supervisor

-Media Integration Supervisor

“*Voyage to the Crystal Grotto*”, Shanghai Disneyland

-Visual Effects Designer

-Media Integration Supervisor

“*Matterhorn*”, Disneyland

-Visual Effects Designer

--- 04/2014 -> 09/2014: **Walt Disney Animation Studio**

“*Big Hero 6*”, Lighting and Comp Artist

--- 07/1996 -> 12/2013: **Sony Pictures Imageworks**

Production work

“*Cloudy With A Chance Of Meatballs 2*”, Lighting Lead, Lookdev Technical Director

“*Hotel Transylvania*”, Lighting Lead, Lookdev Technical Director

"Arthur Christmas", Computer Graphics Supervisor, Lighting Lead, Lookdev Technical Director
"Cats and Dogs 2", Technical Director
"Cloudy With a Chance Of Meatballs", Technical Director
"Hancock", Computer Graphics Supervisor
"Chicago Spire" (architectural simulation), Computer Graphics Supervisor
"Ghost Rider", Computer Graphics Supervisor (uncredited)
"Open Season", Computer Graphics Supervisor, Pipeline Supervisor
"50 First Dates", Computer Graphics Supervisor
"Seabiscuit", Computer Graphics Supervisor
"Anger Management", Computer Graphics Supervisor
"Stuart Little 2", Computer Graphics Supervisor
"Hollow Man", Computer Graphics Supervisor
"Patch Adams", Computer Graphics Supervisor
"Godzilla", Supervising Technical Director
"Starship Troopers", Lead Technical Director

Pipeline and Development work

Developed plugins for Katana lighting package to improve workflow
Developed prototype of graphical node-based shader authoring tool in Katana
Developed and taught shader writing class and authored web-based interactive course
Led shader writer group to establish standards and reduce code redundancy (1999-2008)
Ongoing participation in maintenance and development of production pipeline

--- 05/1995 -> 05/1996: **Electric Image**

"Space Truckers", Computer Graphics Supervisor
"Kit Kat commercial", Technical Director

--- 06/1992 -> 09/1995: **Anti Gravity Workshop (owner)**

"Indiana Jones Adventure", Neoglyphics/Walt Disney Imagineering, CG artist
"Heaven Knows", Luther Vandross music video, Visual Effects Supervisor
"7 Wonders of the Ancient World", Magic Box, inc. Architectural recreations
"Crackin' Up", Revco music video, animation and rendering of 3D elements
"Pink Floyd Division Bell tour", Previz renders of stage design concepts
Variety of CG corporate and commercial pieces (details and images available on request)

Software

Unreal Engine, V-Ray, Maya, Nuke, Katana, Arnold, Shotgun, RV, Photoshop, Premiere, Python, Java.

Education

Bachelor of Art in Film Production, San Francisco State University, 1989

References

Joe Rohde, Creative Director, Walt Disney Imagineering

Amy Jupiter, Executive Media Producer, Walt Disney Imagineering

Anjelica Casillas, Digital Arts Studio Manager, Walt Disney Imagineering

Doug Ikeler, Visual Effects Supervisor at Sony Pictures Imageworks