Steve Rembuskos

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Over 23 years of CG film experience working on high budget and high profile projects. Broad technical expertise with the entire VFX & Feature Animation pipeline/technology from pre-production, to modeling, rigging, animation, character FX and Lighting. Driven, self-motivator, flexible, proactive, team-player, organized, diverse multitasker, positive, creative and technical problem solver, strong communicator, time management, and have the desire to learn, grow and collaborate with a team to create next generation content with emerging technologies.

Supervisor/Developer/Character & Environment Artist

- Seven years experience as a Supervisor/Lead in a highly dynamic, fast-paced, self-motivated environment with minimal instruction
- Mentor and develop other artists, provide useful feedback, and collaborate well to create the best looking product possible
- Work with Engineers, Tech Artists and Programming team to help define and implement workflows, pipelines and best practice
- Experience with Unreal, Python, Houdini, and Maya
- Traditionally trained in character development and animation principles
- Exceptional understanding of human and creature anatomy, shape language, form and silhouette
- Sculpt detailed high-poly models and create efficient low-poly meshes for characters and creatures
- Create high and low resolution assets in an industry standard sculpting/modeling packages (Zbrush, Maya)
- Create Feature Animation as well as Live Action highly detailed clothing using Marvelous Designer

Experience

Dreamworks Animation   June 2018-Present

3D Artist/CFX/Hair & Cloth Development

Wild Robot, Kung Fu Panda 4, Trolls 3, Puss in Boots 2, Boss Baby 2, Abominable

- · Lead Hair & Cloth Developer
- · Hair Look Dev - Interpret Concept Art & work with Art Director to achieve desired look.
- · Create Hair Shaders
- · Marvelous Designer
- · Houdini Environment Artis | Wild Robot
- · Shot Artist

Sony Animation   January 2018-May 2018

3D Artist/CFX

Smallfoot

· Stylized Hair & Cloth art directed simulations
· Katana (Sony Proprietary lighting software) Use to address Hair Looks of characters
· Create fluid dynamics to help drive hair simulations
· Utilizing cache compositing system for combining multiple simulations together to achieve desired look
· Floor and Object Collision Surfaces. Soft Body Dynamics
· Wind Dynamics, Jiggle Deformers, Preserve Volume, Correct Anatomy of Characters
· Nuke - create composited shots for reviews
· Liaise with upstream and downstream departments to maintain delivery schedules, resolve issues and produce desired results

Blur Studios   August 2017-December 2017

3D Artist/CFX

Justice League Ride, Netflix Shorts, Far Cry 5 Cinematic, Sonic
- Developer - Hair & Cloth Setup
- Stylized Hair & Cloth art directed simulations
- Floor and Object Collision Surfaces. Soft Body Dynamics
- Wind Dynamics, Jiggle Deformers, Preserve Volume, Correct Anatomy of Characters

Scanline VFX   May 2017-August 2017

3D Artist/CFX

Justice League
- Realistic Hair & Cloth art directed simulations
- Floor and Object Collision Surfaces. Soft Body Dynamics
- Wind Dynamics, Jiggle Deformers, Preserve Volume, Correct Anatomy of Characters

Encore   Nov 2016-May 2017

3D Artist (TV Production)

Supergirl, Flash & Legends
- Hair & Cloth art directed simulations
- Floor and Object Collision Surfaces. Soft Body Dynamics
- Wind Dynamics, Jiggle Deformers, Preserve Volume, Correct Anatomy of Characters

Disney Feature Animation   May 2016-Sept 2016

Char TD

Moana
- Hair & Cloth art directed simulations
- Floor and Object Collision Surfaces. Soft Body Dynamics
- Wind Dynamics, Jiggle Deformers, Preserve Volume, Correct Anatomy of Characters

Riot Games   July 2015 - April 2016

Senior Technical Artist of Hair Look Dev & Character FX
- Establish a new pipeline for both Hair Look Dev & Character FX

- Analyze and Recommend Programs to achieve cost efficient workflows while increasing quality output
- Hair Look Dev - Interpret Concept Art & work with Art Director to achieve desired look.
- Work with xGen & Mari
- Create Hair Shaders
- Character FX - Hair & Cloth Sim Setup, Simulation Production & Cleanup

Dreamworks Animation SKG   June 2006 – July 2015

Supervisor of Character FX
- Direct, coach, cast artist, delegate, plan, budget & schedule.
- Work with Production Designer & Art Director to execute desired look of picture.
- Ensure a consistent pipeline of processes while adopting new technologies.
- Translate strategy into specific priorities, objectives, and action plans.
- Collaborate with upstream and downstream departments to achieve desired look.
- Create and manage production budgets through bidding projections.
- Manage Artists & Staff to achieve desired results within budget.
- Interview and assemble a winning team.
- Foster high morale and collaboration through team and personal growth.

Puss in Boots 2 – "Acting" Supervisor of Character FX
- Supervised & implemented tasks in cloth development using Marvelous Designer.
- Marvelous Designer is fairly new for our pipeline so it was important to work with my production supervisor and other department leads to create an efficient workflow for Cloth. Worked out a process and met weekly to discuss issues, complexities and workflow with surrounding departments.

Me and My Shadow -Supervisor of Character FX
- Supervised new Cloth & Hair Development techniques to hit artistic direction of heavy character interaction with both Cloth & Hair.
- Facilitated the integration of 2D Shadow Animation into a 3D environment to help drive Cloth/Hair simulations.
- Directed the implementation of a new cache compositing system to speed up cloth production workflow on characters with a "Tex Avery" style of animation.

Monsters vs. Aliens: Mutant Pumpkins from Outer Space -Lead
- Spearheaded a more integrated workflow between Animation & CFX depts to help output higher quality shots as well as drive up quota production.
- Resolved the need for additional CFX work while staying in budget by collaborating and troubleshooting with artists to create an ambient motion system for animating all environmental props.

Character FX (Misc projects)

Puss in Boots some CP & Viral Videos Supervisor * Megamind CP Supervisor * Megamind Lead * How to Train your Dragon CP & Olympic Spots Supervisor * How to Train your Dragon Lead * Monsters vs. Aliens Artist * Kung Fu Panda Artist * Bee Movie Artist

Rhythm & Hues   March 2003 – June 2006

Tech Anim, Massive TD, Motion Capture Cleanup, Rigging
Garfield 2
· Fur & Cloth Dynamics.
· Floor and Object Collision Surfaces. Soft Body Dynamics.
· Jiggle Deformers, Preserve Volume, Correct Anatomy of Characters.

The Lion the Witch and the Wardrobe, Massive Technical Director – Crowd Simulation Software
· Brain Creation.
· Establish character and awareness of surroundings using Fuzzy Logic.
· Massive Shot TD.
· Implementation of Massive agents in each shot to create realistic battle sequences.
· Motion Capture Editor.
· Create IK Rigs and use of creative solutions to edit Motion Capture data for Massive.

The Chronicles of Riddick, Rigging/Technical Animator/FX Animator/ – Hellhounds
· Rigged Facial & Scale components of creatures
· Fur & Scale Harmonics (simulate real world fur and scale dynamics)
· Secondary Animation (Facial Animation, Tail, Toes, etc..)
· Floor and Object Collision Surfaces. Soft Body Dynamics
· Jiggle Deformers, Preserve Volume, Correct Anatomy of Characters
· Modeling
· Rigging - Ropes, Chains, Props
· FX Simulations - fluid simulations to drive hair for wind effect
· Troubleshot, debugged and creatively solved issues on the show in a timely manner to meet quota & deadlines

ESC Entertainment   October 2001 – March 2003

Facial Motion Capture, Modeling, FX, Pre-Lighting, Pre-Compositing, Matchmove

Matrix Reloaded
· Technical Animator/UCAP (Universal Capture)
· Recreation of live action facial movements into CG elements. VES Award-winning process.

Matrix Revolutions
· Particle FX - Swarming Sentinels and Sentinel destruction
· Pre-Lighting, Pre-Compositing, Matchmove

Software
ZBrush, Maya, 3DS Max, XGen, Mari, Marvelous Designer, N-Cloth/Hair, Syflex, Qualoth, Classic Cloth, Houdini, Nuke, Massive, Nuance, Basic Perl, Shake, Photoshop, Illustrator, Painter, Premier, Proprietary Software, Excel, Power Point, Word, Unix, Linux, Windows & Mac