

# Steve Rembuskos

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With over 23 years in CG film, I've worked on high-budget, high-profile projects, excelling in the entire VFX and Feature Animation pipeline from pre-production to lighting. I am a proactive, flexible, and organized team player with strong technical and creative problem-solving skills. Known for my excellent communication and time management, I am driven to learn, grow, and collaborate to create innovative content with emerging technologies.

## Leadership and Collaboration

**Supervision:** Seven years of leadership in dynamic, fast-paced environments. Proven ability to direct, coach, cast artists, delegate tasks, plan, budget, and schedule effectively.

**Team Collaboration:** Successfully partner with production designers, art directors, engineers, and cross-functional teams to achieve exceptional results. Renowned for fostering high morale and teamwork.

**Mentorship:** Provide impactful feedback and mentorship, empowering artists to develop their skills and produce top-quality work.

## Project Management

**Project Planning:** Expert in translating strategic visions into detailed action plans, managing production budgets, and schedules. Proficient in dependency-driven pipelines, scheduling, asset tracking, and project management tools.

**Workflow Optimization:** Implement innovative technologies and workflows to enhance efficiency and quality. Led a team in developing cutting-edge character pipelines and tools.

**Problem Solving:** Rapidly troubleshoot and resolve technical and creative issues to meet quotas and deadlines consistently.

## Technical and Creative Expertise

**Software Proficiency:** Extensive experience with Unreal, Python, Houdini, Maya, ZBrush, Marvelous Designer, Substance, Katana, xGen, Mari, Nuke, Photoshop, Premier, Excel, Unix, Linux, Windows, Mac.

**Character Development:** In-depth understanding of human and creature anatomy, shape language, form, and silhouette. Traditional training in character development and animation principles.

**Modeling:** Skilled in sculpting detailed high-poly models and creating efficient low-poly meshes. Proficient in using industry-standard packages for high and low-resolution asset creation.

**Hair & Cloth Simulation:** Expertise in Hair & Cloth look development, shader creation, simulation setup, and execution in Houdini, Maya, and Max.

**Rigging:** Specialized in real-time BiPed and Quadruped setups.

**Pipeline & Workflow Development:** Collaborate effectively with engineers and tech artists to define and implement efficient workflows and pipelines.

## Experience

### Sphere - MSG Entertainment - Senior Tech Artist/Animator

August 2024 - Present

Orbi, Eagles, Delta Airlines, Wingstop, Sphere Marquee

### Dreamworks Animation - Technical Artist/Hair & Cloth Dev

June 2018 - June 2024

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

### Sony Animation - Technical Artist/3D Artist/Hair & Cloth

January 2018 - May 2018

Smallfoot

### Blur Studios - Technical Artist/3D Artist/Hair & Cloth

August 2017 - December 2017

Netflix Shorts "Love, Death and Robots", Justice League Ride, Far Cry 5 Cinematics, Sonic the Hedgehog

### Scanline VFX - Technical Artist/3D Artist/Hair & Cloth

May 2017 - August 2017

Justice League

### Encore - Technical Artist/3D Artist/Hair & Cloth

Nov 2016 - May 2017

Supergirl, Flash, Legends

### Disney Feature Animation - Technical Artist/3D/Hair & Cloth

May 2016 - Sept 2016

Moana

### Riot Games - Senior Technical Artist, 3D Artist/Hair & Cloth

July 2015 - April 2016

League of Legends Cinematics

### Dreamworks Animation

#### Supervisor & Lead (7 years), Tech Artist/Hair & Cloth Dev

June 2006 - July 2015

Puss in Boots 2, Me and My Shadow(Sup), Monsters vs. Aliens, Puss in Boots Commercial Products (Sup), Viral Videos (Sup), Megamind CP (Sup), Megamind Lead, How to Train your Dragon CP(Sup), Olympic Spots(Sup), How to Train your Dragon (Lead), Monsters vs. Aliens, Kung Fu Panda, Bee Movie

### Rhythm & Hues - Technical Artist/3DArtist/Hair & Cloth/Rigging/Crowds/Massive Technical Director

March 2003 - June 2006

Garfield 2, The Lion the Witch and the Wardrobe, The Chronicles of Riddick

### ESC Entertainment - Technical Artist/3D Artist

Oct 2001 - March 2003

Matrix Reloaded, Matrix Revolutions