

# Steve Rembuskos

11420 Montalcino Way Porter Ranch, CA 91326 [steve.rembuskos@gmail.com](mailto:steve.rembuskos@gmail.com) 714.925.0819

[www.rembuskos.com](http://www.rembuskos.com) [www.linkedin.com/in/rembuskos](http://www.linkedin.com/in/rembuskos)

---

Experienced Art Producer with over 24 years of experience in Technical Animation/Artist, project management, and team leadership. Adept at collaborating with large cross-functional teams to define project objectives, streamline processes, and mitigate risks. Skilled in art direction, workflow optimization, and maintaining high-quality standards. Proven track record of delivering successful projects in a fast-paced, self-motivated environment. Passionate about pushing the boundaries of visual design and fostering team growth.

## Supervisor/Developer/Character & Environment Artist

- Collaborated extensively with large cross-functional teams to define the vision, goals, and project requirements for film, television and game cinematics, ensuring alignment with organizational objectives and enhancing project clarity and efficiency
- Engaged with Art teams to delineate art components and scope, fostering clear communication channels and reducing ambiguity in project specifications, resulting in streamlined project execution and improved team cohesion
- Created and implemented robust processes to optimize the operational efficiency of the art team, leading to an increase in workflow productivity and reduction in project turnaround time, while maintaining high-quality standards
- Proactively identified and mitigated production risks while executing against ambitious targets
- Maintained consistent communication with cross-functional partners, providing visibility on project status and risks, and managed relationships with cross-functional teams to gather critical input on visual targets, facilitating informed decision-making and ensuring project success.
- 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
- Leveraged 23+ years of experience in CG rendering and look development to create photorealistic assets for feature films, resulting in seamless integration with live-action footage and enhancing overall visual quality
- Thorough knowledge of pipelines and processes used in real-time animation
- Understanding of real-time rigging, procedural & keyframe animation workflows

## Experience

Sphere - MSG Entertainment - Las Vegas

August 2024-Current

Senior Technical Animator/Artist

Orbi, Wizard of Oz, Lizard World Day, Liquid Death, Verizon, Tomorrowland & Insomniac, Eagles, Delta Airlines, Wingstop, Sphere Marquee, Green Pieces (Internal Art Projects, year round)

- Lead Previs, Lead Modeler, Lead Rigger, Lead Animator
- Used scan and capture for modeling as well as blendshapes
- Strong understanding of character optimization for motion and real-time performance as well as look development across a wide range of styles.
- Extensive experience in building characters, creatures and animals across a wide range of styles.

## Dreamworks Animation

June 2018-June 2024

Technical Animator- 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

Technical Animator - 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

Technical Animator - 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

Technical Animator - 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

Technical Animator - 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

Technical Animator - 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 / Technical Animation

- 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 / Technical Animation

- 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 / Technical Animation

- 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 / Technical Animation

- 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

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
- Troubleshoot, 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

#### Education

Batchelor of Art

Entertainment Art & Animation

California State University at Fullerton