

Steve Rembuskos

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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.

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/3D Artist/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