

Doug Rizeakos

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Production Experience

Lead FX Artist & Lead Environment Surfacing Artist

May 2015 - August 2015

Dreamworks Summer Course - *Craving Crustacean*

- Completed a time intensive, small group student project under the supervision of Dreamworks mentors
- Developed all FX elements and surfaced all elements of the environment
- Assembled lighting files and Nuke trees to make sure the lighters could focus on artistic choices
- Ensured that all members of the team had clear goals and expectations and resolved their technical problems

Director

December 2014 - April 2015

Clemson Student Production - *Misfit Mice*

- Responsible for all artistic and technical decisions and ensuring each member remained invested
- Lead artist for story, layout, and FX
- Designed the fur lighting pipeline and assisted the fur artist with technical issues

FX Artist

June 2014 - December 2014

Clemson Student Production - *Peanut Butter Jelly*

- Collaborated with a team of mostly volunteer students on a one minute animated short
- Responsible for bubble effects; built a tool to allow novice Houdini users to create additional bubbles during crunch
- Assisted other FX artists render passes for use in compositing, including object ID and shadow passes

Additional Experience

Pipeline Technical Assistant

January 2015 - Present

Clemson University

- Developed tools for Houdini including submitting simulations and render jobs to the department's render farm
- Helped define artist workflows and asset handoff during the second iteration of Clemson's pipeline

Instructor of Record

Fall 2015 - Spring 2016

Clemson University

- Teaching an introductory class on concepts in 3D covering most stages of the production pipeline
- Students create a 15 second short in order to gain an understanding and appreciation for digital production

Skills

Technical

Python, C/C++, HScript, Mel, and bash scripting

Artist

Houdini, Maya, Nuke, Mari, Mudbox, and the Adobe Suite

Personal

Strong Leadership and Understanding of Group Dynamics

Education

Master of Fine Arts in Digital Production Arts

Expected - May 2016

Clemson University

GPA 4.0

Bachelor of Science in Computer Science

May 2014

University of North Carolina at Wilmington

GPA 3.67