

FRANCISCO RODRIGUEZ

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Experience

- May 2011 - Present **Industrial Light & Magic, San Francisco, CA**
Senior FX Technical Director
Visual effects work on feature films and theme park rides.
Work directly with VFX Supervisors in developing hero effects.
Collaborate with global teams to integrate and improve the FX pipeline.
Assume lead roles on various shows.
- Mar 2010 - Apr 2011 **Rhythm & Hues Studios, El Segundo, CA**
Look Development Supervisor
Supervised look development of a large interior sequence rendered in Mantra PBR.
Worked closely with Art Directors to influence the design of machinery and environs.
Completed texture painting and look dev on various characters, vehicles, and props.
- Sep 2009 - Mar 2010 **Industrial Light & Magic, San Francisco, CA**
FX Technical Director
Executed shot work on various types of FX fluid simulations, including air and fire.
Presented a series of lessons to help integrate 3rd party software into the workflow.
- Aug 2005 - Sep 2009 **Rhythm & Hues Studios, Los Angeles, CA**
FX Technical Director / FX Supervisor
Supervised FX on Night at the Museum: Battle of the Smithsonian.
Executed shot work and tool creation for fx and lighting tasks on multiple shows.
Worked in various departments such as Texture, Lighting, Pipeline, and FX.
- Mar 2004 - Aug 2005 **Side Effects Software, Santa Monica, CA**
Houdini Support Specialist
Involved in the creation of over 150 Helpcard Examples, available in the HBrowser.
Developed the process to track and commit these files into the Houdini build.
Produced presentations for such customers as Disney, Wild Brain, and Imageworks

Education

- Sep 1995 - May 1999 **Cooper Union for the Advancement of Science and Art, New York, NY**
Bachelor of Fine Arts. Focus on Drawing and Graphic Design.

Skills

- Relevant Software Houdini · Nuke · Shake · Body Paint · Mudbox · Photoshop · Illustrator
Scripting Python · HScript · VEX · ActionScript · HTML · CSS