

INDUSTRY WORK

< **Radical Media:** *WILD Experience, Head of Pipeline & CG Supervisor* | 2020 - 2021

Head of Pipeline: Cross OS (Linux/PC) & DCC (Maya/Nuke/Houdini) Pipeline, FTrack

CG Supervision: Modeling, Shading, Animation, FX, Flocking

TD: Nuke stitching/building/rendering tools, Maya Modeling, Rigging, Animation

< **Blacksmith:** *Ford Bronco & AllState spots, "ManVNature," Camera Pipeline Toolset, Houdini Show Tools, Rigging* | 2020

< **Alkemy X:** *3D Technical Lead: Camera Pipeline Toolset, Tracking, Matchmoving, Animation* | 2019

Features: *In the Heights, The Many Saints of Newark*

Episodics: *Fear of the Walking Dead, Marvelous Mrs. Maisel, Power, Blindspot, Emergence, Heaven, The Hunt*

< **Psyop:** *Cricket, Parley, Corteva, Cloth Sim, Rigging, Animation, Camera Tools* | 2019

< **1st Ave Machine:** *Appy Fizz, IBM, Animation & MoCap Retargeting* | 2018

< **Method Studios:** *Facility & Show Tool Development TD/3D Generalist* | 2014 - 2018

Facility Tool TD: Lens distortion workflow tools in Nuke, Maya & Houdini to support NY, LA, VAN workflows

- Created Camera Database, used facility registration system to store tracking exports & metadata
- **Nuke:** Overhauled existing toolset to use plate-specific shot-level versioned distortions
Implemented support for lens nodes & uvmaps (Flame compatible), scaling & cropping
- **Maya:** Streamlined camera asset creation, loading cameras & metadata, transferring & exporting
- **Houdini:** Connected distortion data to existing alembic camera tools

Lead Show TD: *Justin Timberlake's "Filthy": Show Tools, Animation, Cross-site Asset Management*

Facebook's AR Masks: Creative & Technical Supervision, Workflow Development, App Coding

Facebook's 2017 Friends Day: Maya/Nuke Tool & Workflow Development, Rigging, Animation

Bud Light "Made for Living": Show Camera Tools, Camera Animation, MoCap Asset Management

Sequence Lead: *HBO's "Vinyl" Premiere: Maya, Houdini & Nuke Workflow Supervision, Lighting TD*

Sequence/Show TD: *Equals: Maya/Nuke Tool Development, NY Lotto: Maya Camera Tool Development*

Tracking/Matchmove TD: *The Get Down, The Longest Ride, Dupixent, Mercedes, Johnson & Johnson*

Animator: *Purge 3, Microsoft, Lenovo, Mountain Dew*

Rigging TD: *Swarovski, Capital One, Kia, Maison Margiela, GE*

Tech-Anim/Groom TD: *FedEx, Exxon, Finra, Windstream, Goldman Sachs, Tecate Light, Pfizer*

< **Loyalkaspar:** *ESPN College Football Stinger: Animation & Tool TD* | 2014

< **Look Effects:** *3D Generalist, 2D Artist, Producer, Coordinator* | 2009 - 2014

3D Generalist: *Noah, Warm Bodies, Game of Thrones, TURN, Gotham, The Europa Report, Moonrise Kingdom*

2D Artist, Producer, Coordinator: *Black Swan, Step Up 3D, Silent House, Limitless, The Sitter, The Bounty Hunter*

< **Young & Rubicam/Level 2:** *2009 Chevron World Challenge Spot, Animation* | 2009

< **Edit One:** *Animation and Mocap Clean Up* | 2009

< **G-Unit Productions:** *Animation* | 2009

< **SRI Inc:** *Spot for MCEC National Conference, Animation & Compositing* | 2009

< **Vram FX:** *Ford: Fusion, Showtime MMA, Trix Spots, Tracking & Animation* | 2008 - 2009,

< **Jason Strougo:** *"Sportys" TV Pilot, Lead TD & Animation* | 2007 - 2008

< **Passion Pictures:** *Sony Bravia "Play-doh" Spot, Animation* | 2007

< **ABC:** *"Trapped In The Towers: The Elevators of 911," Animation* | 2006

< **Sony Pictures Classics:** *Technical Services Intern,* | 2003 - 2004

< **MTV Animation:** *"Daria," Intern,* | 2001

RESEARCH & INSTRUCTION

< **City College of Technology:** *Visiting Professor of Animation, Brooklyn, NY* | 2010

< **Columbia University: CompSci PhD Program:** *Texturing, Lighting & Rendering, NYC* | 2009

SIGGRAPH 2009, entitled: "Asynchronous Contact Mechanics," *Cameras, LookDev, Lighting for simulations*

< **Wesleyan University:** *Visiting Professor of Animation, Middletown, CT* | 2009

CREATIVE WORK

< **"When the Sky is Falling,"** *CG Music Video for Justin Catalino* | 2007

Won the Grand Prize in Famecast.com's competition

Finalist in StudentFilmmakers.com's Summer Shorts 2007 Festival, Screened at LA's Short Film Festival

< **"At the Eleventh Hour,"** *CG Short* | 2003

Awarded Departmental Honors and the Grant/Wilcox Prize at Wesleyan University

EDUCATION

< **New York University: Center for Advanced Digital Applications, NYC**

MS in Digital Imaging and Design with Distinction, 2007

< **Wesleyan University, Middletown, CT**

BA in Film Studies with Honors, 2003

Studied Film during Semester Abroad at the University of Melbourne, Australia

MATT KUSHNER

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PROFILE

Lead Developer & CG Supervisor focused on artist-facing tool development, rigging, animation and tracking for visual effects in film, television, commercials, and emerging media.

SOFTWARE (PC, OSX, LINUX)

Visual Effects

MAYA, HOUDINI,
NUKE, AFTER EFFECTS,
SYNTHETYPES, 3DEQUALIZER, BOU-
JOU, PF TRACK,
FINAL CUT PRO, PREMIERE

Coding

PYTHON, MEL, JAVASCRIPT, HTML,
SHOTGUN & FTRACK APIs

LEAD DEVELOPER & CG SUPERVISOR