

# MATT KUSHNER

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## STAFF POSITIONS

### < 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 and uvmaps, as well as 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

### < Look Effects, 3D Generalist | 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

PROFILE

## FREELANCE WORK

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

< loyalkaspar, ESPN College Football Stinger: Animation & Tool TD | 2014

< Young & Rubicam/Level 2, 2009 Chevron World Challenge: 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 | 2008 - 2009

Ford: Fusion Hybrid, Sync & i4 Commercials, Camera Tracking & Clean-Up

Showtime: Mixed Martial Arts Simulations, Animation

Trix: Cereal Commercial, Animation

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

25 minute pilot containing over 400 shots and 10 characters

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

< ABC: "Trapped In The Towers: The Elevators of 9/11 I," Animation | 2006

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

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

Lead TD & 3D Generalist focusing on artist-facing tool development, tracking, rigging, and animation in visual effects for film, television, commercials, and digital media.

SOFTWARE  
(PC, MAC, LINUX)

### Visual Effects

MAYA, HOUDINI,  
NUKE, AFTER EFFECTS,  
SYNTHETHEYES, 3DEQUALIZER,  
BOUJOU, PF TRACK,  
FINAL CUT PRO, PREMIERE

### Coding

PYTHON, MEL, JAVASCRIPT, HTML

## RESEARCH & INSTRUCTION

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

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

Positioned and animated cameras; textured, lit and rendered geometry in complex simulations for SIGGRAPH 2009, entitled: "Asynchronous Contact Mechanics"

< 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

## VISUAL EFFECTS TD & 3D GENERALIST