Adam Thompson

VFX ARTIST/PIPELINE TD

(651) 500-2489
thompson.alt@gmail.com

EXPERIENCE

Carbon VFX, Chicago— *Visual Effects Artist*

JANUARY 2018 - PRESENT

- Houdini finite element simulation, shading, rendering, and Nuke compositing for Claritin bubble commercial.
- Took ownership of Nuke comps for multiple shots in the Cedar Fair roller coaster campaign and worked closely with creative directors.
- More Python Nuke pipeline development to merge Carbon's pipeline with Filmworker's.
- Semi-procedural Houdini simulation of caramel for Milky Way commercial. Including VEX programming for defining custom velocity fields.

Filmworkers/Vitamin Pictures, Chicago — *Visual Effects Artist*

JUNE 2016 - DECEMBER 2017

- Created Nuke Studio workflow and python tools that were used by artists to streamline workflow on the feature film "Pages" as well as numerous commercials.
- Built and maintained a Nuke pipeline for navigating the folder structure and saving time.
- Carried out complex Houdini rigid body simulation tasks for 2017 Capital One campaign.
- Main compositor on multiple full CG background replacement shots for Capital One.
- Smoke/cloud simulation, rendering, and compositing for Starburst.

JRiver, Minneapolis — *Programmer*

JUNE 2012 - AUGUST 2015 (Summer Months)

- Finding and programming fixes for bugs in C++ for a multimedia software "Media Center" as well as developing new features.

SOFTWARE KNOWLEDGE

Houdini - Particles, Fluids, Dynamics, Finite elements, Shading, Rendering

Nuke - Compositing, Keying, 3D Projection, Tool Developing

Programming - VEX (Houdini), Python, PySide, some C++ and Java

Working Knowledge - Deadline, After Effects, Photoshop, RV, Premiere

EDUCATION

University of Wisconsin Milwaukee, Peck School of the Arts

2012 - 2016

JUNE 2016 - DECEMBER 2017

- Major – Film Video and New Genres
- Minor – Computer Science