

Mario J Pillet

Character FX Supervisor | Crowd Supervisor | Generalist
954.861.9837
mariojpillet@gmail.com

mariojpillet.com
LinkedIn | IMDB

Objective:

To produce photo realistic cg elements with creativity and imagination. To contribute my skills and knowledge to a team of professionals and foster new vision so that I may always continue to inspire originality.

Experience:

Encore VFX | Character FX Supervisor and Crowd Supervisor | 2018 – 2023

- Team Management (6+ artists)
- Cloth / Skin / Hair Setup and Simulation (Vellum, POP solver, nCloth, nHair, xGen, Ornatrrix)
- Character and Crowd Development (Houdini Agents, Massive, Golaem)
- Tools Development (Maya, Houdini)

Method Studios | Lead TD | 2020 – 2020

- Tools Development (Maya, 3DEqualizer)
- Software Specialist (Develop proprietary software)

Zero VFX | CG Generalist, Lead Crowd and Senior Rigger | 2014 - 2018

- Character Rigging
- Cloth / Hair Setup and Simulation (nCloth, nHair)
- Character and Crowd Development (Massive, Golaem)
- Pipeline and Tools Development

Moving Picture Company (MPC) | Character FX and Lead Character Matchmove | 2014 – 2015

- Cloth / Skin / Hair Simulation (proprietary software)
- Character Matchmove

Magic Leap, Inc | Senior Character TD and Short Term Director | 2013 – 2014

- Character Rigging
- Lead 3D Matchmove
- Director (1 project)

Grafxcube, LLC | Creative Director and Business Owner | 2008 – 2017

- Management over Studio (small team 3+ artist)
- Supervisor and Creative Decision Making

Digital Domain | Digital Artist and Character FX | 2010 – 2012

- Lead Environment Modeler
- Character Modeling
- Cloth / Hair Setup and Simulation (nCloth, nHair)

Spine 3D | CG Generalist | 2012

- Modeling, Rigging, LookDev

Greenfield | Digital Artist | 2009

- Modeling, Rigging, LookDev
- Web Design and Development

The RockBox | Digital Artist | 2008

- Modeling, Rigging, LookDev

Software Knowledge:

Maya, Houdini, Zbrush, Mudbox, Substance Painter, 3DS Max, Massive 3D, Golaem, Syntheyes, Nuke, After Effects, Photoshop, Marvelous Designer, Unreal Engine 4, SVN

Scripting Knowledge:

Python, JavaScript, JSON, C++, MEL, VEX, HSCRIPT, Qt, PHP

Education:

Art Institute of Fort Lauderdale | 2005 – 2008
Bachelors of Science in Media Art Animation