

Mario J Pillet
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LinkedIn | IMDB

Character FX Supervisor | Crowd Supervisor | Generalist

Objective:

Senior CG artist and TD with 15+ years in the VFX industry. A Bachelors of Science Degree and Certification in relevant topics. Skills in Character FX, Animation, Visual Effects, Technical Development and more. Commitment to contribute skills and knowledge to a team of professionals, foster new vision and inspire originality.

Experience:

Character FX Supervisor | **ZOIC Studios** | 02/2023 – 03/2024

- Team Management (4+)
- Cloth / Muscle / Hair Setup and Simulation (Vellum, POP solver, nCloth)
- Tools Development (Houdini, Maya)

Character FX Supervisor and Crowd Supervisor | **Encore VFX** | 07/2018 – 02/2023

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

Lead TD | **Method Studios** | 05/2020 – 09/2020

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

CG Generalist, Lead Crowd and Senior Rigger | **Zero VFX** | 08/2014 – 07/2018

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

Character FX and Lead Character Matchmove | **Moving Picture Company (MPC)** | 12/2014 – 04/2015

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

Senior Character TD and Short Term Director | **Magic Leap, Inc** | 06/2013 – 08/2014

- Character Mechanics and Rigging (Houdini, Maya) (Python)
- Lead 3D Matchmove
- Director (1 project)

Creative Director and Business Owner | **Grafxcube, LLC** | 01/2008 – 01/2017

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

Digital Artist and Character FX | **Digital Domain** | 10/2010 – 09/2012

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

CG Generalist Freelance | **Spine 3D** | 09/2012 – 03/2013

- Modeling, Rigging, LookDev

Digital Artist | **The RockBox** | 05/2008 – 08/2008

- Modeling, Rigging, LookDev

Software Knowledge:

Maya, Houdini, Zbrush, Mudbox, Substance Painter, 3DS Max, Massive 3D, Golaem, Syntheyes, Nuke, Marvelous Designer, Unreal Engine 4 & 5, adobe creative suite, all production related creative software

Scripting Knowledge:

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

Education:

The Art Institutes | 05/2005 – 12/2008

Bachelors of Science in Media Art, Animation and Computer Science

Microsoft Certification : Azure Fundamentals, Cloud Concepts and Architecture

Mario J Pillet

Pipeline Developer | Software Engineer

Objective:

Software Developer and IT specialist with over 15+ years of experience in a relevant IT/Developer role. Possesses a Bachelors of Science Degree and Microsoft Certification in cloud concepts and architecture. Skills in Web application, back-end development, front-end design, Generative AI and more.

Experience:

Business Owner and Head of Development | **Tytan Core LLC** | 05/2020 – 04/2025

- Software Engineer (Tytan Core Pipeline)
- Product Development (Python, C++, Javascript, Generative AI)
- Tools Development (Unreal Engine 4 and 5, Python, C++, SQL)
- Business Management

Supervisor | **ZOIC Studios** | 02/2023 – 03/2024

- Team Management (4+)
- Tools Development (Python, C++)
- Simulations (Vellum, POP solver, VEX)

Supervisor | **Encore VFX** | 07/2018 – 02/2023

- Team Management (6+)
- Tools Development (Maya, Houdini), Software Development (Python, C++)
- Character Mechanics and Crowd Development (Houdini Agents, UE5)
- Technical Support with Jira

Lead TD | **Method Studios** | 05/2020 – 09/2020

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

CG Generalist, Lead Crowd Mechanics and Senior Rigging | **Zero VFX** | 08/2014 – 07/2018

- Pipeline and Tools Development (Python, C++)
- Character and Crowd Development (Massive, Golaem)
- Character Mechanics and Rigging (Houdini, Maya) (Python)
- Simulations (Digital FX)

Senior Character TD | **Magic Leap, Inc** | 06/2013 – 08/2014

- Character Mechanics and Rigging (Houdini, Maya) (Python)
- Lead 3D Matchmover

Creative Director and Business Owner | **Grafxcube, LLC** | 01/2008 – 01/2017

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

Web Developer and Designer | **James Ross Advertising** | 04/2010 – 08/2010

- Web Development (PHP, Javascript, JQuery, Actionsript, SQL)
- Web Design

Web Developer and Designer | **Greenfield World Trade** | 03/2009 – 04/2010

- Team Management (3+)
- Web Development (PHP, Javascript, JQuery, Actionsript, SQL)
- Web Design

Software Knowledge:

Visual Studio, MySQL Workbench, Apache SVN, VMware, Microsoft Azure (and familiar with cloud architecture), Git, Jira, SharePoint, Unreal Engine 4 & 5, Houdini, Maya, Blender, Substance Painter, Nuke, all production related creative software, and experience with Windows and Linux platforms

Scripting Knowledge:

Python, JavaScript, JQuery, JSON, C++, MEL, VEX, HSCRIPT, Qt, PHP, SQL, CURL