



ANDREW SCHNEIDER

FX TECHNICAL DIRECTOR

schneiderfx@gmail.com

| 912.695.2242

| www.schneiderfx.info

- Objective:**
- **To be employed as an FX Technical Director and to be engaged in the creation of special effects.**
- Education:**
- Graduated Magna Cum Laude with a BFA in Computer Art in August, 2005, from the Savannah College of Art and Design
 - Specialized in 3D Computer Animation / Visual Effects
- Work Experience:**
- Senior FX Technical Director / FX Lead at Blue Sky Studios (2005-Present)
Developing effects for feature animations
 - Film Credits:
 - Ice Age: Continental Drift – *FX Lead / Senior FX TD*
 - Rio – *FX Lead / Senior FX TD*
 - Ice Age: Dawn of the Dinosaurs (2009) – *FX Lead / FX TD*
 - Surviving Sid (2008) – *FX Lead / FX TD*
 - Horton Hears a Who (2008) – *FX TD / FX Lead*
 - No Time For Nuts (2006) – *FX Technical Director*
 - Ice Age: The Meltdown (2006) – *FX Technical Director*
 - English Teacher in Xi'an, China (April, 2006) *Instructed Kindergarten students for 2 hours each day.*
 - Dynamics / FX Internship at ReelFX Inc. (2004-2005) *Developed Effects for film and feature animation*
 - Summer Internship at Hot Pixel Action (2004) *Developed 3d FX / animations for live action*
 - Spring Internship at Staging Solutions / Hot Pixel Action (2004) *Developed 3d FX for live action*
 - Winter Internship at Staging Solutions (2004) *Developed 3d FX for live action / compositing*
 - Summer and Winter Internship at Staging Solutions (2003) *Compositing*
 - Summer and Winter Internship at ChevronTexaco Video and Media Services (2003) *Compositing*
 - Summer Internship at UNICA Media (2003) *Compositing / Video Editing*
 - Summer and Winter Internship at Zero Gravity Inc. (2000, 2001) *Developed 3d FX / animation for company reel*
- Other Experience:**
- Presenting "Clouds in the skies of Rio" at Siggraph 2011, a talk about the 3D cloud pipeline that I helped develop for Rio.
 - Leading the development of the voxel rendering pipeline for Blue Sky Studios. (2007-present)
 - Completed the Dale Carnegie course (2006)
 - Participated in Digital Domain's STORM training class. (2005)
 - Eagle Scout



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Skills:

Procedural Fluid Simulation
Procedural Particles / FX
Scripting
Effects pipeline development
Rigid body dynamics
Procedural Animation
Lighting
Shader Programming
Investigation / Problem solving

**Software /
Hardware Utilized:**

CGI Studio (Blue Sky Studios)
Houdini
Maya
Shake
Nuke
Linux
Realflo
Renderman

Scripting Experience:

MEL – Particle / Animation / Automation scripts
PYTHON – Pipeline scripts
STUDIO ++ - Volume / Particle / Animation / Lighting / Pipeline Scripts
PERL – Pipeline scripts
CSH – Pipeline scripts
RSL – Shaders
VEX – Particle / Animation / Shader scripts

**Coworker
References:**

Trevor Thomson, Senior Researcher, Blue Sky Studios
Matthew Wilson, Skies Lead, Blue Sky Studios
Jamie Kirschenbaum, Senior FX Artist, Microsoft
Tim Thomson, Owner of Hot Pixel Action!