

# Marshall Petersen

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## EDUCATION

Bachelor of Fine Arts in Visual Effects with Honors (May 2008)

Savannah College of Art and Design, Atlanta, Ga.

GPA: 3.88/4.0

Dean's List

## PROFESSIONAL SKILLS

### 3D Production Skills:

*Proficient In*

- Shading

- Lighting

*Familiar With*

- Rigging

- Dynamics

- Programing

- Texturing

- Particles

- Animation

- Modeling

### Computer Skills:

*Proficient In*

- Pixar's Renderman

- Autodesk Maya

- SideFx Houdini

- Python

- Bash

- MEL / Mython

- Hscript / Hython

- PyQt

- DrQueue

*Familiar With*

- Apple Shake

- Digital Fusion

- C/C++

### Computer Platforms:

- Linux

- Windows

- OS X

## WORK EXPERIENCE

### Technical Artist, LITE, Lafayette, La. (2008-2010)

Developing production pipeline for studio using open source tools and python.

Created tools to assist artist in production on a per project basis. Supported art team through all phases of production.

### Effects Animator, Artistic Image, Atlanta, Ga. (2007)

Created character animation for various media. Developed motion and look of special effects including smoke, rain and fire. Created lighting effects for renders and composites used in animations, and motion graphics.

### Tutor, SCAD-Atlanta, Atlanta, Ga. (2005-2007)

Assisted students with technical aspects of computer animation production. Tutored computer arts subjects including, Houdini, Renderman, Python, and Mel.