RICHARD FALLAT
Experience Lead, 3D Supervisor, 3D Artist

Fourteen years experience—working in a large swath—of 3D production pipelines. Current focus on management, data science, cloud-native, & product development.

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WORK EXPERIENCE

Walt Disney Animation Studios
May 2015 - Present

Experience Lead - Domain expert, on team of three leads. To build a modern *pipeline & infrastructure*.

Tactics Supervisor - Managed a production team—aiming to progress *efficiency*, *data* analytics, and an empathetic *culture*.

Character Look Artist

The Mill
Jan 2015 - May 2015
Staff CG Artist

Rhythm & Hues Studios
Jun 2012 - Jan 2015

Lighting & Lookdev Supervisor - Special projects, film, & bid awards

Feb 2013 - Bankruptcy & Acquisition
Sr. Visual Effects Artist

Sony Pictures Imageworks
Mar 2010 - Jun 2012
Sr. Visual Effects Artist

Rhythm & Hues Studios
Jan 2006 - Mar 2010
Visual Effects Artist

INTERNSHIP

Walt Disney Feature Animation
Jun 2005 - Aug 2005
Lookdev & TD

EDUCATION

B.F.A. Major: Visual Effects
Savannah College of Art & Design
Sept 2002 - Nov 2005
Minor: Drawing, **Magna Cum Laude**, NAIA Baseball

Flagler College - Graphic Design, NAIA Baseball
Sept 2000 - Jun 2002

CREDIT LIST

Animated Films
Disney Animation Studios
"Ralph Breaks the Internet"
"Moana"

Commercials
The Mill
"Coca Cola Happiness"
"Audi Drones"
"McDonald's Clouds"
"Jack Daniel's Burning Up"
"Gatorade Efficacy"

Special Projects
Rhythm & Hues Studios
"Running of the Bulls"
"Skull Island" (trailer)
"Power of Nature"
Eyestorm Productions
"THX Amazing Life"

Visual Effects Films
Rhythm & Hues Studios
"X-Men: Days of Future Past"
"Tammy"
"Percy Jackson 2"
"Knight & Day"
"Cabin in the Woods"
"Marmaduke"
"Land of the Lost"
"Mummy 3"
"Alvin and the Chipmunks"
"Evan Almighty"
"A Night at the Museum"
"Garfield 2"
Sony Imageworks
"Amazing Spiderman"
"Green Lantern"
Scarecrow VFX
"Get Hard"

TECHNICAL SKILLS

3D Artist
Software
Houdini, Maya, Mari, Katana, Mudbox, Nuke, Substance, Photoshop, After Effects, Premiere, Illustrator, Proprietary applications…
Disciplines
Rendering, Lighting, Lookdev, Hair/Fur/Procedurals, Texturing, Sculpting, Compositing, TD, Animation, Visual Development, Modeling, Effects…
Renderers
Hyperion, Arnold, Mantra, Renderman, Unreal Engine, Unity Engine, Wren…

Technology
Coding
Universal Scene Description, Python, Bash, MySQL, Javascript, CSS, HTML, JSON, SeExpr…
Other
VS Code, Jupyter, Grafana, InfluxDB, MongoDB, Sphinx, LaTex, Shotgun, spreadsheets, Docker, AWS, Gitlab, Jira, Wordpress, Data science & visualization…