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Richard Fallat  
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### ***Objective***

Seeking a position as a Texture Painter, Lookdev, Hair/Fur, Lighting, and/or Compositing artist.

### ***Professional Skills***

Lighting, Rendering, Lookdev, Texture Painting, 3d Sculpting , Hair/Fur, & Compositing.

### ***Professional Experience***

**Production of feature film “The Amazing Spiderman”** May 2011 - present  
*Senior Texture Painter, Lookdev TD* Sony Pictures Imageworks

**Production of feature film “Green Lantern”** March 2010 - May 2011  
*Senior Texture Painter, Lighter, and Compositor* Sony Pictures Imageworks

**Production of feature film “Knight & Day”** January 2010 - March 2010  
*Lookdev TD* Rhythm & Hues Studios

**Production of feature film “Marmaduke”** August 2009 - December 2009  
*Texture Lead, Lookdev TD* Rhythm & Hues Studios

**Production of feature film “Cabin in the Woods”** May 2009 - September 2009  
*Lookdev TD & Texture Painter* Rhythm & Hues Studios

**Production of feature film “Land of the Lost”** June 2008 - May 2009  
*Lookdev TD & Texture Painter* Rhythm & Hues Studios

**Production of feature film “Mummy: Tomb of the Dragon Emperor”** September 2007 – June 2008  
*Lookdev TD & Lighting TD* Rhythm & Hues Studios

**Production of THX trailer “Amazing Life”** September 2007  
*Lookdev Artist* for short-term freelance project.  
Eyestorm Productions Venice, CA

**Production of feature film “Alvin and the Chipmunks”** May 2007 - September 2007  
*Lookdev Lead, Texture Painter* Rhythm & Hues Studios

**Production of feature film “Evan Almighty”** September 2006 - May 2007  
*Lookdev TD, Lookdev Massive Lead, Lighting TD* Rhythm & Hues Studios

**Production of feature film “Night at the Museum”** April 2006 - September 2006  
*Lookdev TD* Rhythm & Hues Studios

**Production of feature film “Garfield: A Tale of Two Kitties”** January 2006 - April 2006  
*Lighting TD* Rhythm & Hues Studios

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### ***Professional Services***

**Autodesk** Los Angeles, CA February 2010  
Interviewed for PR video regarding professionals using Mudbox

**Maxon** New Orleans, LA August 2009  
SIGGRAPH presenter for Maxon's Bodypaint 3D

**Rhythm & Hues Studios** Los Angeles, CA January 2006 - Present  
Interviewer  
Demoreel reviewer  
Interviewed students for a recruitment trip at The Savannah College of Art & Design  
Capable of presenting and leading technical meetings  
Panelist for visitors of higher education  
Mentor for apprenticeship programs in the Lighting and FX departments

### ***Technical Skills***

#### **Experienced**

Rhythm & Hues, Sony Proprietary  
Maxon Bodypaint 3D  
Photoshop  
Zbrush  
Mudbox  
Maya  
Mental Ray  
RenderMan  
Nuke  
Linux, Mac, and Windows OS

#### **Knowledgeable**

Linux Shell Scripting  
Mari  
Houdini  
Flash/Actionscript  
Dreamweaver  
Adobe After Effects  
Adobe Creative Suite  
Deep Paint 3D  
Python  
C++

### ***Apprenticeships & Internships***

**Lighting Apprenticeship** November 2005 - December 2005  
Successful completion of the training program led to employment.  
Rhythm & Hues Studios Los Angeles, CA

**Look Development/TD Internship** June 2005 - August 2005  
Training program for Look Development and Pipeline Technical Direction.  
Walt Disney Feature Animation Burbank, CA

### ***Education***

B.F.A., Visual Effects, Minor: Drawing, November 2005  
The Savannah College of Art & Design Savannah, GA  
Magna Cum Laude, G.P.A. 3.78

*References available upon request.*

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