



MEREDITH O'MALLEY

CFX | CG GENERALIST

CONTACT

- ✉ meredithomalley@gmail.com
- 🌐 meredithomalley.com
- ☎ 256.348.3494
- 📷 @reallyheavyrenders
- in meredithomalley

EDUCATION

- **Savannah College of Art and Design**
VISUAL EFFECTS (BFA)
[September 2013 - June 2018]
- **Savannah College of Art and Design**
3D ANIMATION (BFA)
[September 2013 - June 2017]
- **TECHNICAL DIRECTION (MINOR)**
[September 2013 - June 2018]

EXPERIENCE

- **Pixar Animation Studios**
SIMULATION TECHNICAL DIRECTOR
[November 2019 - Present]
Create and rig character, prop, and vegetation simulation setups. Optimize simulation practices, automate tasks, document workflows and execute simulation shot work efficiently. Contribute in daily simulation reviews, elevate performance, and refine from feedback.
- **Pixar Animation Studios**
TECHNICAL DIRECTION SIMULATION INTERN
[June 2019 - September 2019]
Completed and presented simulation work daily within an animation feature film pipeline. Enhanced performance and improved upon notes to fulfill Director's vision.
- **[MPC] Moving Picture Company**
TECHNICAL ANIMATOR
[June 2018 - May 2019]
Delivered high-end, photoreal skin, cloth, hair and fur simulations daily with the goal of meeting and exceeding the client's desires. Constructed and rigged cloth, hair, and vegetation sim setups. Reported to leads and supervisor for feedback and improvement.
- **Savannah College of Art and Design**
VISUAL EFFECTS + ANIMATION PEER TUTOR
[September 2016 - May 2018]
Aided fellow visual effects and animation students in academic and personal goals. Communicated clearly and efficiently, secured understanding for future application, as well as scheduling and time management.
- **DreamWorks Animation**
CREATIVE TECHNOLOGIES INTERN
[June 2017 - September 2017]
Executed desired tasks within a feature and tv production pipeline, Optimized and prepared assets for real-time previs and motion capture, Fulfilled and completed tasks under pressure, JIRA experience, and simulation R & D.
- **Gasket Studios**
GENERALIST INTERN
[June 2016 - September 2016]
Performed requested tasks in a commercial production pipeline, modeling and texturing for virtual reality, fulfilled and exceeded the clients expectations. Included digital painting, Maya nCloth and particles simulations, Bifrost fluid simulations, and character design.

SKILLS

- | | | | |
|-----------------|---------------------|------------------|-----------------------|
| ARTISTIC SKILLS | MODELING | TECHNICAL SKILLS | CLOTH SIMULATION |
| | TAYLORING | | FUR + HAIR SIMULATION |
| | TEXTURING | | RIGGING |
| | LIGHTING | | CROWDS |
| | CHARACTER DESIGN | | MOTION CAPTURE |
| | ANIMATION | | EFFECTS |
| | MOTION GRAPHICS | | PYTHON |
| | CONCEPT DEVELOPMENT | | MEL |
| | | | VEX |
| | | | |

SOFTWARE

- | | | | | | |
|----------|----------------|-----------|-----------|----|---------|
| SOFTWARE | HOUDINI | RENDERING | ARNOLD | | |
| | MAYA | | RENDERMAN | | |
| | PRESTO | | MANTRA | | |
| | KATANA | | REDSHIFT | | |
| | NUKE | | | | |
| | ZBRUSH | | | | |
| | MARI | | | | |
| | SUBSTANCE | | | | |
| | MOTION BUILDER | | | | |
| | | | | OS | LINUX |
| | | | | | WINDOWS |
| | | | | | MAC |

ACCOLADES

SIGGRAPH Garment Refitting for Digital Characters, 2020
 SCAD Dean's List for all academic years
 Featured work on SideFX Houdini website and Instagram, 2016-2018
 Pixar's RenderMan Certified, 2016
 Logan Eugene Felps Memorial Endowment Scholarship Recipient, 2013 - 2018
 SCAD Academic and Artistic Honors Scholarship, 2013 - 2018

INTERESTS

PHYSICS
 MOVIES
 BACKPACKING
 MOUNTAINEERING
 FOODIE