

JESSICA MONTEIRO

Technical Animator + Technical Director + VFX/ SIM Cloth/Hair Artist
+ 201-889-8439 | jmonteiro88@gmail.com | www.JessicaMonteiro.com

Programs & Platforms

- + AutoDesk Maya, Motion Builder, Houdini, Katana, Shotgun
- Adobe After Effects, Photoshop, Illustrator, Perforce
- + WIN | MAC | Linux | Mel | Python

Employment

Including but not limited to:

+ Method Studios | Santa Monica, CA

Software Engineer | *March 2014 to Present*

- Development, debugging and maintenance of various artists tools to ease workflow
- Provided support to all major production departments
- Troubleshooting Maya, Nuke, in-house programs, tools, scripts, and failed jobs on the render queue

+ AnimationRigs.com for Animation Mentor | Freelance

Rig/ Tech Support (Part time) | *June 2013 to Present*

- Provide support to students and faculty regarding character rigs, the Animation Mentor Tool kit, and general Maya interface question

+ Sony Pictures Imageworks | Culver City, CA

Pipeline Technical Director / Technical Animator | *March 2012 to August 2013*

Projects: The Amazing Spider-man, Oz, The Great and Powerful, Cloudy with a Chance of Meatballs 2

- Provided support to all major production departments, such as layout, rigging, animation, cloth/ hair, FX, and lighting
- Troubleshooting Maya, Nuke, Katana, in-house programs, tools, scripts, and failed jobs on the render queue
- Helped set up native stereo pipeline, assisted artists on stereo workflows
- Created layout and tile setups, allowing for complicated multi-plate shots to be animated while preserving all matchmove

+ Sony Computer Entertainment of America | San Diego, CA

Pipeline Technical Director | *Sept 2010 - March 2011*

Projects: Socom 4, Resistance 3, Infamous 2

- Provided support to various production departments, such as layout, motion edit, animation, and lighting
- Troubleshooting Maya and Motion Builder
- Helped manage workflows for pre-rendered and in-engine cinematics

Education

+ School of Visual Arts | New York, NY

BFA 3D Animation, Visual Effects, Motion Graphics 2010