

NEIL RUBENSTEIN

610 Lairport Street
El Segundo, Ca 90245
neil@rubensteinarchitects.com
c.323.351.3875

I.E. Effects
Attention: David
1201 West 5th Street, Suite M-160
Los Angeles, CA 90017

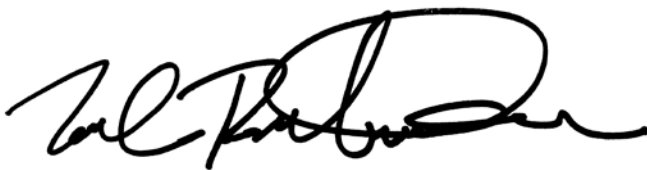
Dear David:

Thank you for your time. I have enclosed my updated reel and resume for your review.

My traditional education in Architecture emphasized drawing, graphic design, and three-dimensional visualization. My interest in film led me into the industry. Through the years, my experience has included particles, fluids, cloth and hair, lighting and compositing. My conceptualization skills have allowed me positions working as an FX Animator, Technical Director, and Lighting Technical Director. My diverse experience would make me an asset to your firm.

I look forward to discussing in more detail the position available and the contribution I am confident I will make. Please contact me at your earliest convenience to discuss the opportunities available with your firm.

Sincerely,

A handwritten signature in black ink, appearing to read 'Neil Rubenstein', with a stylized, flowing script.

Neil Rubenstein
Enclosure

OBJECTIVE:

My current objective is for Senior Technical Director, FX Animation

PROFESSIONAL EXPERIENCE:

12/'11-Current	Sony Pictures Imageworks , Culver City, Ca	Senior Technical Director
	Brief: Cloth Simulation. Cloth R&D, look development, Environmental Simulation and Design	
	Credits: <i>Hotel Transylvania, Cloudy with a Chance of Meatballs 2</i>	
3/'05-6/'05	Hydraulx , Santa Monica	Technical Director / FX Animation
	Brief: Particle effects. Effects R&D, look development, fluids, and rendering w/ Mental Ray	
	Credits: <i>Shark Boy and Lava Girl / The Fog</i>	
12/'04-3/'05	PacTitle , Los Angeles	Technical Director / FX Animation
	Brief: Particle effects. Effects R&D, look development, fluids, shaders and animation	
	Credits: <i>XXX2</i>	
11/'03-11/'04	The Orphanage , San Francisco	Technical Director / FX Animation
	Brief: Particle effects, fluid, Effects R&D, look development, cloth simulations, lighting and compositing.	
	Credits: <i>Sin City / Disney Ghost / Forgotten / Sky Captain and the World of Tomorrow</i>	
	<i>The Day After Tomorrow</i>	
5/'04-6/'04	Meteor Studios , Canada	Technical Director / FX Animation
	Brief: Particle effects. Effects R&D, look development	
	Credits: <i>Alien Plane</i>	
10/'02-11/'03	Warner Brothers Feature Animation , Sherman Oaks	Technical Director / FX Animation
	Brief: Particle effects, Fluid effects, R&D, look development. Tracking Department Lead	
	Credits: <i>Scooby Doo / Looney Toons Back in Action</i>	
10/'00-10/'02	Tippett Studios , Berkley, Ca	FX Animation
	Brief: Particle effects, R&D, look development, pipeline development, and code development	
	Credits: <i>The Matrix / Santa Clause 2 / The Ring / Block Buster / Blade 2 /</i>	
	<i>Fighting Like Cats & Dogs / Evolution</i>	
8/'98-10/'00	Digital Domain , Venice, Ca	Track and Integration
	Brief: Track and Integration, Previsualization, pipeline development	
	Credits: <i>The Grinch Experience Music Project Oh Brother Dodge Neon Coke</i>	
2/'98-6/'98	Dream Quest Images , Simi Valley, Ca	Technical Director
	Brief: Lighting pipeline development, hair pipeline development.	
	Credits: <i>Mighty Joe Young Armageddon</i>	
7/'96-9/'97	Sony Pictures Imageworks , Culver City, Ca	Technical Assistant
	Brief: Pipeline development, code development, pre-compositing, video operator.	
	Credits: <i>Starship Troopers Contact The Ghost and the Darkness</i>	

Freelance Project Experience:

Mill Film Los Angeles, Santa Monica, Ca
Technical Director
Montgomery Cobb, Culver City, Ca
Technical Director
Black Box Digital, Santa Monica, Ca
Digital Effects Artist

SKILLS:

- Visual Effects production experience: Hair and Cloth; FX Animation, Lighting, Production Pipeline/Tools development
- User experience in Python, Mental Ray, Shake, Maya, UNIX, MacOS X, Maya API and scripting with MEL

Computer Program Summary:

Maya | Houdini | Shake | After Effects | 3dStudioMax | Match Mover | Boujou | RazTrack



Programming Languages Summary:

RenderMan | Python | C++ | C- shell | Mel

EDUCATION:





1992 – 1996 University of Southern California, Los Angeles, Ca; Architecture Major

Current movies, not included in Show Reel.

<p><i>Cloudy with a Chance of Meatballs 2</i></p> <p>Studio: Sony Pictures Imageworks Software: Maya, Katana Contribution: Cloth simulation of over 20 shots, Including Hair and Cloth setup and look Development. Created environmental ground effects and look development, grass, trees, and plants</p>	
<p><i>Hotel Transylvania</i></p> <p>Studio: Sony Pictures Imageworks Software: Maya, Katana Contribution: Cloth simulation of over 50 shots.</p>	









Show Reel Breakdown Sheet (page 1 of 3)

Show Reel, Vimeo: <http://vimeo.com/71747204>

<p><i>The Day After Tomorrow</i></p> <p>Studio: The Orphanage Software: Air, Maya Contribution: Particle and fluid animation consisting of snow wisps, ground wisps, falling snow, clouds, and haze.</p>	
<p><i>The Day After Tomorrow</i></p> <p>Studio: The Orphanage Software: Air, Maya Contribution: Particle and fluid animation consisting of snow wisps, ground wisps, falling snow, clouds, and haze.</p>	
<p><i>The Day After Tomorrow</i></p> <p>Studio: The Orphanage Software: Air, Maya Contribution: Particle and fluid animation consisting of snow wisps, ground wisps, falling snow, clouds, and haze.</p>	
<p><i>The Day After Tomorrow</i></p> <p>Studio: The Orphanage Software: Air, Maya Contribution: Particle and fluid animation consisting of snow wisps, ground wisps, falling snow, clouds, and haze.</p>	

Show Reel Breakdown Sheet (page 2 of 3)

Show Reel, Vimeo: <http://vimeo.com/71747204>

<i>Sky Captain and the World of Tomorrow</i> Studio: The Orphanage Software: Maya, Syflex Contribution: Technical Director doing cloth simulation, look development and setup for parachutes.	
<i>The Ring</i> Studio: Tippett Studio Software: Maya, Renderman Contribution: Hair and particle animation of water splashes	
<i>The Ring</i> Studio: Tippett Studio Software: Maya, Renderman Contribution: Particle animation of water splashes	
<i>The Ring</i> Studio: Tippett Studio Software: Maya, Renderman Contribution: Particle animation of water splashes	
<i>Matrix Revolutions</i> Studio: Tippett Studio Software: Maya, Renderman Contribution: Particle animation of con trails	
<i>Matrix Revolutions</i> Studio: Tippett Studio Software: Maya, Renderman Contribution: Particle animation of con trails	
<i>Blade II</i> Studio: Tippett Studio Software: Maya, Renderman Contribution: Particle animation of dust and debris	
<i>Blade II</i> Studio: Tippett Studio Software: Maya, Renderman Contribution: Particle animation of dust and debris	

Show Reel Breakdown Sheet (page 3 of 3)

Show Reel, Vimeo: <http://vimeo.com/71747204>

The Forgotten

Studio: The Orphanage
Software: Maya, Syflex
Contribution: Lighting and rendering of CG stunt double.



The Forgotten

Studio: The Orphanage
Software: Maya, Syflex
Contribution: Lighting and rendering of CG stunt double

