

Jerry Weil

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- Specialties:** Lighting, Effects, (Non Character) Animation, Modelling, Shader Writing, CG Supervision
- Education:** B.A. from Brown University in Computer Science and Art. M.S. from Brown in Computer Science.
- Software Packages:** Maya, Houdini, Realflow, Phoenix, Fracture, Vray, Arnold, Red Shift, Mental Ray, Renderman, Katana, Nuke, After Effects, Photoshop
- Programming Languages:** Mel, C
- Employment:**
- 09/14 – 05/15** **PAINTSCAPING**, Woodland Hills, California
03/18 – current Maya Generalist
Variety of 3D Mapping projects for various live events
- 12/06 – 12/06** **ZOIC STUDIOS**, Culver City, California
09/11 – 11/11 Maya Generalist
08/15 – 02/18 Modeling, Lighting, Animation, and Effects for various television series and commercials
- 02/12 – 08/14** **COMEN VFX**, Santa Monica, California
Maya Generalist
Design, Modelling, Animation, and Lighting for various commercial and film projects
- 07/11 – 02/14** **MIRADA**, Los Angeles, California
Maya Generalist
Lighting and Effects for various commercials and installations
- 03/12 – 07/12** **SONY PICTURES IMAGEWORKS**, Culver City, California
Senior Lighting TD
Lighting and Compositing for the animated feature “Hotel Transylvania”
- 01/12 – 01/12** **THE WOODSHOP**, Culver City, California
04/13 – 05/13 Maya Generalist
Animation, and Lighting for a commercial package
- 02/08 – 03/08** **RADIUM**, Santa Monica, California
08/08 – 06/11 Senior Maya Generalist
Senior artist at the company. Animation, Texturing, Lighting of various commercials and installations.
- 04/08 – 07/08** **TECHNICOLOR INTERACTIVE**, Burbank, California
Lighting Lead
Supervised the lighting team for Blitz 2 Cinematic Video Game
- 06/04 – 04/05** **CIS HOLLYWOOD**, Hollywood, California
08/07 – 01/08 Lighting TD, Massive TD
Animating and lighting crowds for the features *Leatherheads* and *The Express*. Lighting and rendering on several shows, primarily *Ultraviolet*, which required the creation of a photorealistic CG city. Did some fluid dynamics work with *Realflow*, some volumetric shaders.
- 01/07 – 07/07** **FLOQ FX**, Culver City, California
Maya Generalist
Primary artist creating time lapse sequence for National Geographic 3D IMAX film (VES award winner). Procedural models and shaders to animate photoreal landscapes over millions of years. Hills, mountains, water and snow.
- 05/05 – 10/06** **FOTO**, Los Angeles, California
Maya Generalist
Creation of the universe. Various effects for planetarium show at the Griffith Observatory. Animation and writing of special volumetric and surface shaders.
- 03/04 – 05/04** **STAN WINSTON STUDIO**, Van Nuys, California

Effects Artist

Color and Lighting for *Sky Captain and the World of Tomorrow*. Setup and lighting of CG backgrounds which were then passed to matte painters for greater detail, ultimately projected back onto 3D

04/03 - 10/03

11/03 - 02/04

WARNER BROTHERS ANIMATION, Sherman Oaks, California

Effects Artist

Effects animation for *Looney Tunes: Back in Action*. Created a variety of effects, mostly for the six minute outer space sequence. Particle effects for *Scooby Doo's* Black Knight sequence.

06/90 - 03/03

METROLIGHT STUDIOS, Los Angeles, California

CG Supervisor, Senior Animator

Animation and supervision of productions for films, commercials, music videos and theme park attractions. Supervised on set for a number of productions as well as supervising a team of artists on several shows including the Imagine Entertainment logo, the "Poseidon's Fury" attraction at Universal Studios Florida, and the film "Impostor."