

John R. Hazzard

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Profile

- Strong understanding of the core principles of animation.
 - Positive attitude and desire to contribute to a, collaborative work environment.
 - Eager and able to strengthen and expand my skills and adapt to new challenges.
 - 9 years professional experience in film vfx production.
 - Actively contributed to the production and completion of VFX in over 45 feature films, including No Country for Old Men, Harry Potter and the Half Blood Prince and The Avengers.
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Technical Summary

Operating Systems: Windows, Linux, OSX

DCC Software: Maya, Nuke, Shake, Photoshop, Vegas

Programming Languages & APIs: Python (including Maya and Nuke SDK's), Mel, MySQL

Gui APIs: PyQt4, PySide, ELF

Work Experience

Animator

Luma Pictures. Santa Monica, CA (2005-2009):

- Processed and executed client and supervisor notes to refine an animation to final.
- Actively participated in creative and technical problem solving to find the best looking and most efficient ways to execute complex shots.
- Regularly communicated with fellow animators to exchange ideas and ensure continuity.
- Created "photo-real" animation suitable for creatures in a live-action setting.
- Animated various objects and set extensions to be integrated seamlessly with filmed elements.
- Effectively balanced time across multiple shots to ensure each is finished in a timely manner.
- Project client list included, Walt Disney Pictures, Paramount Pictures, 20th Century Fox, Warner Brothers and Lakeshore Entertainment.

Pipeline technical director

Luma Pictures. Santa Monica, CA (2007-2014):

- Created, programmed and maintained new asset management system for maya, which gave artists granular control over assets in their scene. Allowed users to selectively accept, defer or rollback references and other updates from upstream departments before their scenes have loaded.
- Designed and implemented a proprietary file browser which allowed for much faster navigation to relevant files within the Luma production pipeline. Integrated context-specific menu options such as render submission and asset “heroing”. Functioned as both a standalone app, and a replacement for all browsers in Maya and Nuke.
- Created a qt-api module that allowed python apps to be PyQt4/PySide agnostic.
- Collaborated and worked closely with IO managers/coordinators, vfx producers and supervisors to continually innovate and improve performance of the pipeline.
- Created and maintained a suite of applications to simplify the management, conversion, and logging of all materials received from and delivered back to clients.

CG Generalist

IMC Productions. Chico, CA (1998-2005):

- Responsible for the design, construction and animation of imagery and video for various state and local contracts. Software used: Maya, 3d Studio Max, Lightwave, Photoshop, After Effects.

Lab Instructor

CSU Summer Arts. Fresno, CA (Summer 1999, 2000, 2002, 2004):

- Assisted students in creating animated shorts in a two-week Computer Animation crash course. Classes were taught in Maya (2002, 2004), Lightwave (2000) and 3d Studio Max (1999)

Education

Bachelor of Arts in Computer Animation - C.S.U. Chico, Chico, CA