

Will Meyer
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Education

USC, Los Angeles, CA (2002 - 2006)
MFA in Film, Video and Computer Animation
GPA: **3.86**

Emerson College, Boston, MA (1996 - 1999)
Bachelor of Science in Film
GPA: **3.79**

Experience

Technical Director. *South Park*, Television Show, *South Park Studios, Los Angeles, CA* (September 2010 – Present)

- Built South Park style characters, props and backgrounds in Maya.
- Layed out shots in Maya.
- Modeled, rigged and animated 3d characters in Maya.
- Created FX animation in Maya and Particle Illusion.
- Developed Transparency projection system for in-camera compositing in Maya.
- Scripted various tools for animators and technical directors in mel and python.
- Composited fx shots in Nuke.

Modeling. *Warner Bros World Abu Dhabi*, Theme Park Attraction, *Thinkwell Group, Los Angeles, CA* (May 2016 – August 2016)

- Modeled 3d characters for for 3d printing/prototyping in Maya.

Modeling/Rigging. *Warner Bros Fun Zone*, Theme Park Attraction, *Thinkwell Group, Los Angeles, CA* (May 2015 – August 2015)

- Modeled and rigged 3d characters for interactive ride in Maya.

Modeling/Animation/Lighting/Compositing. *Homestylar*, Television Spot, *Smash 5 Studios, Los Angeles, CA* (August 2013)

- Modeled furniture in Maya.
- Lit scenes in Maya and rendered in Mental Ray.
- Composited shots in Nuke.

Modeling/Character Setup/Animation/Lighting. *PSI*, Stereoscopic short film for visitor center, *Yozux Studios, Torrance, CA* (December 2010 – September 2011)

- Modeled, rigged and animated characters in Maya.
- Layed out stereoscopic shots in Maya.
- Lit scenes in Maya and rendered in Mental Ray.

Modeling/Character Setup/Animation/Lighting. *Wrinkles*, Pilot for Fox TV, *Yozux Studios, Torrance, CA* (January 2009 – September 2009)

- Modeled, rigged and animated characters in Maya.
- Styled character hair in Maya 2009.
- Lit scenes in Maya and rendered in Mental Ray.
- Wrote mel script to render only keyframes for stepped curve animation.
- Wrote python script to duplicate frames to make a continuous image sequence for compositing.
- Provided animation support for other animators.

Modeling/Lighting. *The Gift of the Magi*, Short Film, *Yozux Studios, Torrance, CA* (August 2008 – November 2008)

- Modeled fully cg environments for green screen film in Maya.
- Lit scenes in Maya and rendered in Mental Ray.

Modeling/FX Animation/Lighting. *Desert Schools Credit Union*, Television Spot, *Yozux Studios, Torrance, CA* (August 2008)

- Modeled interior environment for set extension in Maya.
- Rigged and animated self-building walls in Maya.
- Wrote mel script to animate 2700 tiles for self building floor.
- Lit scenes in Maya and rendered in Mental Ray.

Animation/Lighting. *Alkaline Trio – Help Me*, Music Video, *Ghost Town Media, Los Angeles, CA* (June 2008)

- Animated props and vehicles in Maya.
- Lit scenes in Maya and rendered in Mental Ray.

Modeling/Character setup/Animation/Lighting. *The Little Frog*, Animated Short, *Yozux Studios, Torrance, CA* (February 2008 – June 2008)

- Modeled, rigged and animated frog characters in Maya.
- Lit scenes in Maya and rendered in Mental Ray.
- Provided animation support for other animators.

Associate Technical Director. *Beowulf*, Animated Feature Film, *Sony Pictures Animation, Culver City, CA* (May 2007 – October 2007)

- Assembled shots for lighting and rendering.
- Ran first pass renders and assembled test comps.
- Troubleshoot pipeline errors.

Computer Skills

Maya

Mel Script

Python

Shake

Nuke

Mental Ray

Linux

Adobe Photoshop

Adobe Illustrator

Adobe Premiere

Adobe After Effects

Particle Illusion

Final Cut Pro

Katana

Bonsai