

Dan Smiczek

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Summary

- Over 15 years of experience supervising and leading teams internationally
- VFX mastery across Feature/Animated Films, Commercials, TV, and Location Based Entertainment
- Extensive experience with motion capture technology design/deployment/processing/directing
- Pipeline designer from programming to release
- Expert in Virtual/Augmented Reality hardware, software, and integration
- Specialize in exploring new technologies and effectively implementing them
- Strong engineering foundation and experienced programmer
- Organized communicator and proven team leader

Demo Reel

<http://dansmiczek.com> (Password: "Smiczek")

Skills & Credentials

Game Engine: Unreal, Unity

Software: Massive, Maya, Houdini, Nuke, Katana, Arnold, V-Ray, Mantra, MATLAB

Programming: C#, C, Objective-C, C++, iOS, Android, Python, Perl, Shell, Qt, MEL, HScript, FORTRAN

Credentials: 10 Year Multiple-Entry Chinese Business Visa

Supervisor and Management Experience

Pixomondo | Los Angeles, CA

Aug 2018 – Current

CG Supervisor

- Leading facility efficiency sprint solving problems in processes and pipeline tools
- Supervising and coordinating globally with six Pixomondo facilities to share assets and tools for a tentpole feature film

Television: The Mandalorian, Star Trek: Picard, Westworld, The Orville, Star Trek: Discovery

Feature Film: Midway

SPACES, Inc | Los Angeles, CA

Aug 2016 – Aug 2018

Director Location Based Entertainment Engineering

- Explored diverse cutting-edge technologies and integrated them into Virtual/Augmented Reality experiences (hardware and software)
- Expert in design, setup, and operation of OptiTrack active motion capture tracking systems
- Researched and selected all hardware for facility, technology demos, and product lines
- Pioneered the integration of high powered Virtual Reality experiences with established theme park ride technologies
- Spearheaded and oversaw the creation of technology demos on accelerated timelines
- Orchestrated vendor selection and acted as single point of contact

Hammerhead Productions | Sherman Oaks, CA

Jun 2010 – Mar 2012

CG Supervisor

- Designed and programmed stage based, software non-specific, pipeline building upon an already existing show structure
- Augmented and created render farm submission tools for a Rush based system involving various software packages

- Created and supported a unified image and movie creation process across all departments resulting in consistency for client submissions (including stereoscopic work)
- Collaborated with Visual Effects Supervisor and presented work for feedback and approval
- Provided problem solving and artistic guidance to meet client and facility vision
- Scheduled artists priorities across all shows and reviewed work in progress on a daily basis
- Created bid packages for current and future projects
- Participated in the hiring process to build an effective team

Feature Film:

Prometheus	Hansel and Gretel: Witch Hunters	The Green Hornet
Fast Five	Fright Night	I Am Number Four
The Hangover Part II	No Strings Attached	Wanderlust

Ring of Fire | Santa Monica, CA Nov 2008 - May 2010

Visual Effects Supervisor / Head of Computer Graphics

- Supervised the filming of all visual effects sequences on-set
- Directed 2nd unit photography
- Interacted directly with the clients ensuring project vision was accomplished
- Provided creative direction and managed resource allocation
- Oversaw all aspects of Computer Graphics department in a fast-paced environment

Television: Men of a Certain Age

Feature Film: About Fifty

Music Video: Nickelback, "Gotta Be Somebody", Director: Nigel Dick

Commercial Clients:

H&R Block	Orkin	McDonald's	Priceline.com
AT&T	Honda	Minutemaid	MetroPCS

Framestore | London, UK Sep 2007 - Oct 2008

Effects Supervisor – The Tale of Despereaux

- Recruited and supervised team of digital artists to provide naturalistic effects for a fully animated feature film
- Managed priorities of all artists as well as provided artistic feedback and direction
- Created and implemented crowd simulation characters utilizing keyframe animated cycles

Rhythm & Hues Studios | Los Angeles, CA May 2004 – Dec 2006

R&D Effects Supervisor – The Golden Compass

Effects Supervisor – Night at the Museum

CG/Effects Supervisor – The Fast and Furious: Tokyo Drift

Massive Supervisor – Chronicles of Narnia: The Lion, the Witch & the Wardrobe

- Mastered Massive Software's crowd simulation tool and integrated into proprietary pipeline
- Designed training materials for artists as well as trained them in a classroom setting
- Provided roadmaps and goals for the creation of tools in pre-production and production
- Supervised the creation of motion tree designs for motion captured actors and animals

Massive Supervisor – Elektra

Technical Director Experience

DreamWorks Animation | Glendale, CA Jan 2014 – Aug 2016

Crowds Agent Developer – Trolls, Bollywood Superstar Monkey, B.O.O.

Crowds Artist – How to Train Your Dragon 2

Psyop | Venice, CA Nov 2013 – Dec 2013

Lead Effects Technical Director

Commercial: Supercell "Clash of the Clans: Anthem"

The Mill | Culver City, CA Sep 2013 – Oct 2013
Senior Effects Technical Director
Commercial: Western Digital “Overcrowded”, Allstate “Honesty”

Method Studios | Santa Monica, CA May 2013 – Jun 2013
Senior Effects Technical Director – Into the Storm

Rhythm & Hues Studios | El Segundo, CA Dec 2012 – Apr 2013
Senior Effects Technical Director
Percy Jackson: Sea of Monsters
R.I.P.D.

Digital Domain | Venice, CA Jun 2012 – Dec 2012
Effects Artist – Ender’s Game

Sony Pictures Imageworks | Culver City, CA Mar 2012 - May 2012
Senior Effects Technical Director – The Amazing Spiderman

Asylum Visual Effects | Santa Monica, CA Jan 2007 – Sep 2007
Effects Artist
Commercial:
Nike “Leave Nothing”, “The Plan” Carlsberg “Awesome Game”
Pontiac “Graphic World” Propel “Stress Monster”

Rhythm & Hues Studios | Los Angeles, CA Nov 2002 - May 2004
CG Crowd Lead
The Chronicles of Riddick
Around the World in 80 Days
Effects Technical Director
The Cat in the Hat
Elf
X-Men 2

Weta Digital | Wellington, NZ Jun 2002 - Oct 2002
Animator – The Lord of the Rings: The Two Towers

Rhythm & Hues Studios | Los Angeles, CA Jan 2001 - Jun 2002
Lead Muscle Technical Director – Scooby Doo
Technical Animator
Harry Potter and the Sorcerer’s Stone
Cats & Dogs
Matchmove Technical Director – Dr. Dolittle 2

Prior Experience

Raytheon / (NASA) Jet Propulsion Laboratory | Pasadena, CA
Senior Software Engineer

United Space Alliance / (NASA) Johnson Space Center | Houston, TX
Flight Design Software Engineer II

Education

Purdue University | West Lafayette, IN
Bachelor of Science in Aeronautical and Astronautical Engineering