# Mark D Thielen

PO Box 5016, Santa Monica, CA 90409
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Reel at: www.markthielen.com

## Experience

### WALT DISNEY ANIMATION STUDIOS
*Crowd TD, 6/2013 - 9/2014*

Shot creation for *Big Hero 6*, populating the city with people and vehicles. using Massive and Houdini.
Creating scripts for use in the crowd department to facilitate data between Maya, Massive, and Houdini.
Writing rig exporting scripts for large data sets of character variation ported into Massive.
Designing an animation exporter and UI for use inside Maya and command line to port animation into Massive or Houdini.
Brain creating inside of Massive for city and expo hall type of activities and editing the animation connected to the agents.
Building utility scripts for use inside of Massive to effeciently edit batches of animation.

### NOZON
*Crowd TD, 2/2013 - 5/2013*

Creating crowd simulations for the animated film Minuscule - Valley of the Lost Ants.
Modifying Massive brains for the ant characters.
Problem solving technical issues with the Massive pipeline interfacing with Maya and rendering.
Writing pipeline tools for Maya, Massive and linux for efficiency of shot prep, simulation, and rendering.

### DIGITAL DOMAIN
*Crowd Lead, 10/2011 - 1/2013*

Developed and built upon the existing pipeline supporting Massive Software.
Create a standalone interface for agent, scene, and sim file management outside of Massive.
Designed and built supporting python scripts to maximize productivity.
Research and devlopment of Massive agents for the films Paradise Lost and Ender's Game.

### ZOIC STUDIOS
*CG Supervisor and Generalist, 9/2011 - 10/2012*

Worked with producers and artists to establish estimates and bid on new projects.
Managed teams of 5 artists comprised of modelers, texture artists, lighters, and comp.
Textured environments using VRAY.
Lit shots using VRAY.
Animated cameras, set pieces, and objects for shots.

### THE BLU
*Pipeline and Rigging Consultant, 9/2011 - 12/2012*

Designed a workflow for offsight artists to easily manipulate a generic rig to apply to the fish assets.
Build python tools for modeling artists to easily rig their models.
Quality control of design parameters for specifications of the model combined with the rig and animation.

### RADIUM
*CG Supervisor, 1/2007 - 6/2011*

Worked with producers and artists to establish estimates and bid on new projects.
On set supervision for live action shoots used for VFX and CG incorporation.
Managed and led the commercial team of up to 20 CG artists.
Developed and consulted international multi-million dollar business deal with Animation Lab.
Redesigned and integrated the commercial pipeline with the entertainment pipeline.
Spearheaded the implementation and simplification of the Maya pipeline tool for artists working together on shared assets.
Guided the commercial TD team for tools necessary for the artists to better facilitate the current job or the pipeline.
Supervised stereo projects for the camera direction and final composite for a game, films, and commercials.
Built a Massive pipeline for both the commercial and entertainment departments.
Implemented testing and usage of a high-speed transfer between the Santa Monica and Dallas studios achieving 250 Mbps transfer rate.

### INTERNATIONAL CONSULTANT
*Consultant, Speaker, Live Demonstrations, 2006 - 2010*

International consultant with animation studios to bring Massive into their pipeline and train artists. 2006 - 2010
Keynote speaker at the PRIMA conference in Nagoya, Japan. 12/2009
21st International Joint Conference on Artificial Intelligence in Pasadena - speaker on a panel with Stephen Wolfram from

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Wolfram Research, David Ferrucci from IBM, and Randy Hill from USC ICT.   7/2009
Speaker and demonstrator at Siggraph.   2006 - 2009

## HANSON ROBOTICS
*CG Supervisor and Massive Specialist, 5/2007 - 2/2008*

Designed and built artificial intelligence in Massive Software for the robot, Zeno.
  First time that Massive Software was used in the robotics industry to drive a physical robot.
Supervised a team of programers to create tools to interface with Massive and the Bluetooth connected robot Zeno.
Created a workflow to export posing and animation from Maya directly to the physical robot, Zeno, through Bluetooth.
Animated poses, walks, and gestures to be used in by Massive to drive Zeno's actions.

## RAINMAKER ENTERTAINMENT
*Massive Animation Supervisor, 7/2006 - 1/2007*

Managed two teams using Massive for different separate projects worked on concurrently.
Developed and built a new pipeline to support the use of Massive Software within the all Windows environment.
Manipulated the output of stand-alone mental ray files from Massive to easily merge into the other assets.
Directed motion capture shoots for adding more animation to existing characters for crowd simulation.
Designed and built supporting python scripts to maximize productivity.

## DNA PRODUCTIONS
*Massive Animation Supervisor, 9/2004 - 6/2006*

Established a new department to create crowds of ants, wasps, and beetles for *The Ant Bully*.
  First time for Massive Software to be used in the industry on a full CG animated film with no motion capture.
Managed a team of 4 Massive artists, 7 animators, 3 script writers and programmers.
Worked with the director throughout the project to discuss the requirements of the crowds of characters.
Supervised the 7 animators for the specifics necessary for the keyframed animation used within Massive.
Developed tools and scripts for streamlining production workflow for Massive and Maya.
Directed massive artists for shots and sequences.
Planned the overall logistics necessary to meet the director's needs.

*Animator, 1/2001 - 9/2004*

Provided character animation for all characters in assigned shots for the TV series of *The Adventures of Jimmy Neutron*.
Completed 850-950 frames per week for the television series.

*Character Rigger, 9/2001 - 1/2002*

Presented Maya as the best software package for the new animation pipeline.
Transition the studio from using Lightwave to Maya for the animation and rigging pipeline.
Setup characters for Maya animation pipeline and instructed others on the conversion of each sub-tasks.

*Animator, 1/2001 - 9/2001*

  Character animation for primary characters for the feature film *Jimmy Neutron: Boy Genius*.

## TEACHING: ANIMATION, GENERAL MAYA
*Instructor, 8/2000 - 12/2004*

  *Texas A&M - Commerce - Dallas, TX, 8/2001 - 12/2004*
  *Ex'Pression Center for New Media - Emeryville, CA, 6/2001 - 12/2000*
  *Academy of Art College - San Francisco, CA, 8/2000 - 12/2000*

## M5 INDUSTRIES, INC.
*Modeler, 5/1999 - 8/1999*

  Physical modeling for a scaled set in the feature film *Monkeybone* working with Jamie Hyneman.
  Machined parts for the animatronics of the set.
  Incorporation of multiple models from the team into the final project.

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## Film & TV Credits

Big Hero 6, Minuscule - Lost Valley of the Ants, Ender's Game, Red, Mr. Magorium's Wonder Emporium, The Express, Leatherheads,  Simpson's Ride at Universal Studios, Vantage Point, Blades of Glory, The Ant Bully, The Adventures of Jimmy Neutron - TV series, Jimmy Neutron: Boy Genius, Monkeybone

## Clients

Chiat Day, The Richards Group, Radical Media, Let Films, SelectNY, TracyLocke/UPROAR!, Dip Dive, wil.i.am, Katy Perry, Sony Pictures Animation, Technicolor, Naughty Dog, VW, Verizon, Chatter.com, Sony, Real D, American Greetings, Gobsmack, The Home Depot, KitKat, GEICO, Digital Kitchen, Boxer Films, Dodge Ram, Coors Light, T-Mobile, Ferrari, Yoplait, Payless Shoes, Chic-Fil-A, Disney, EA Games, Starz/Film Roman, Walden Media

## Software

Massive Software, Houdini, Maya, Nuke, Boujou, mel scripting, linux, python.

## Education

### ACADEMY OF ART UNIVERSITY
*San Francisco, California - 8/2000*
Masters of Fine Arts - Computer Arts
Specialized Studies: *Computer Animation*

### BALL STATE UNIVERSITY
*Muncie, Indiana - 5/1998*
Bachelor of Science of Environmental Design
Art minor: Video art and computer animation
Specialized Studies: *Computer Animation, Architecture, and Video Art*

## Awards

MTV Music Video Awards 2011
Katy Perry's *"Firework"* - *Won Video of the Year*
Cannes International Festival of Creativity 2011
*"Cosmopolitan of Las Vegas"* - *Design Grand Prix*
SIGGRAPH Computer Animation Festival 2011
*"Take Your Medicine"*
Katy Perry's *"Firework"*
World Music & Independent Film Festival 2011
*"Take You Medicine"*
Best In Animation, Best Rock Music Video and Best Director for Nader Husseini.
Houston's International WorldFest 2011
*"Take You Medicine"*
Platinum Remi (1st place) for Best Rock Music Video

Stash Volume 67
Audi *"Beauty in Engineering"*
Stash Volume 43
*"Sharp Teeth"*
Stash Volume 40
*"Mr. Magorium's Wonder Emporium"* *Film titles*
Academy of Art University The Spring Show 1999
*"Toast"*
2nd Place, Experimental Animation

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## Reel Breakdown

*Shot 1 - Big Hero 6*
    Crowds TD

*Shot 2 - Ender's Game*
    Crowds Lead, Crowd TD.

*Shot 3 - Big Hero 6*
    Crowds TD

*Shot 4 - Coors Light Trailer*
    CG supervisor managed team of a modeling, texturing, fx, and lighting.  Camera layout.

*Shot 5 - Chatter.com and Black Eyed Peas*
    CG supervisor managed team of texturing, layout, shading, lighting.

*Shot 6-9 - The Ant Bully*
    Crowd supervisor managed team of Massive artists and animators.

*Shot 10 - Kit Kat Squirrel*
    CG supervisor managed team of modeling, texturing, animation, fx, fur, lighting.

*Shot 11 - Big Hero 6*
    Crowds TD

*Shot 12 - Audi*
    Modeling

*Shot 12 - Audi*
    Modeling

*Shot 13 - Red*
    Rigging, animation.

*Shot 14 - Vantage Point*
    Crowd supervisor managed team of Massive artists. Directed mo-cap shoots.

*Shot 15 - Minuscule*
    Crowd TD

*Shot 16 - Take Your Medicine*
    Camera layout, animation.

*Shot 17 - Big Hero 6*
    Crowds TD

*Shot 18 - Southwest Airlines*
    CG supervisor managed team of texturing and lighting.  Rigging, animation, lighting.

*hot 19-20 - Mr. Magorium's Wonder Emporium*
    Rigging, shading, texturing, animation, lighting.

*Shot 21 - Big Hero 6*
    Crowds TD

*Shot 22-23 - The Ant Bully*
    Crowd supervisor managed team of Massive artists and animators.

*Shot 24 - Big Hero 6*
    Crowds TD

*Shot 25 - Ender's Game*
    Crowds Lead, Crowd TD.

*Shot 26-27 - Katy Perry's Firework*
    CG supervisor managed team of modeling, texturing, tracking, fx, and compositing.

*Shot 28 - Chatter.com and Black Eyed Peas*
    CG supervisor managed team of texturing, camera layout, shading, lighting.

*Shot 29 - Gatorade*
    Massive crowds, modeling, camera layout.

*Shot 30-31 - The Ant Bully*
    Crowd supervisor managed team of Massive artists and animators.

*Shot 32 - Sharp Teeth*
    Modeling, rigging, camera layout, animation.

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## Reel Breakdown

*Shot 33 - Take Your Medicine*
Camera layout, animation.

*Shot 34-36 - Iris*
CG supervisor managed team of modeling, texturing, animation, fx, lighting.

*Shot 37 - Kit Kat Squirrel*
CG supervisor managed team of modeling, texturing, animation, fx, fur, lighting.

*Shot 38 - Transformers*
CG supervisor managed team of texturing, rigging, animation, lighting, compositing.

*Shot 39 - Vantage Point*
Crowd supervisor managed team of Massive artists. Directed mo-cap shoots.

*Shot 40 - Coors Light Mountain*
CG Supervisor managed team of modeling, texturing, camera layout, fx, lighting, compositing. Animation.

*Shot 41-44 - Coors Light Bullet Bar*
CG Supervisor managed team of modeling, texturing, camera layout, lighting. Animation.

*Shot 45-47 - Katy Perry's Firework*
CG supervisor managed team of modeling, texturing, tracking, fx, and compositing.

*Shot 48 - Big Hero 6*
Crowds TD

*Shot 49 - Katy Perry's Firework*
CG supervisor managed team of modeling, texturing, tracking, fx, and compositing.

*Shot 50 - Kit Kat Squirrel*
CG supervisor managed team of modeling, texturing, animation, fx, fur, lighting.