

# Michael Rich MFA, VES

415-599-6256 ♦ 243 1/2 S 300 E, Smithfield, UT, USA 84335 ♦ [michaelrichvfx@gmail.com](mailto:michaelrichvfx@gmail.com)  
[https://www.imdb.com/name/nm1593160/?ref=fn\\_al\\_nm\\_1](https://www.imdb.com/name/nm1593160/?ref=fn_al_nm_1)  
<https://michaelrichvfx.wixsite.com/home>

## Senior Technical Director & Lighting Artist

---

*Extensive experience in visual effects (VFX) and feature animation lighting & rendering, compositing, particle effects, camera match moving, technical development, troubleshooting and mentoring*

Katana	Nuke	Renderman	Python
Maya	Shake	Arnold	Lua
Houdini	After Effects	Mental Ray	

## Professional Experience

---

*Seasoned visual effects and feature animation professional with experience in leadership and multiple disciplines*

22 years industry experience; over 17 years at Industrial Light & Magic, Lucasfilm

IMDB page - [https://www.imdb.com/name/nm1593160/?ref=fn\\_al\\_nm\\_1](https://www.imdb.com/name/nm1593160/?ref=fn_al_nm_1)

demo reel - <https://vimeo.com/showcase/6324245> (Password: mikerichdemo)

Leadership roles on multiple projects, including Lighting Supervisor responsibilities (ILM - San Francisco unit), Sequence Supervisor (ILM), Lead Artist (ILM), Compositing Supervisor (AAU StudioX), Compositing Lead (AAU StudioX)

Helped develop the look for key sequences in several major motion pictures, including *Avengers: Infinity War*, *Transformers: The Last Knight*, *The Great Wall* (2016), *Captain America: Civil War*

Helped setup and maintain pipelines (rendering and software) and computing environments for Industrial Light and Magic's work on many feature films

Many years experience working with Linux, Python and shell scripting

Worked extensively on the development and maintenance of ILM's Katana pipeline

Cross trained, with industry experience, in multiple disciplines: lighting & rendering, technical development, compositing, particle effects, and camera match moving

Member of the Visual Effects Society (VES) - <https://www.visualeffectssociety.com>

Taught and mentored students for 2 years as part of my MFA Thesis work in the StudioX program at Academy of Art University

Presented on the state of the visual effects industry at the *Silicon Valley Briefing for Consuls General* in April 2018, attended by over 40 representatives of Silicon Valley Consulates from around the world

Presented the visual effects of *Transformers: Revenge of the Fallen* for the BYU Center for Animation at a BYU Computer Science Dept Colloquium

## Work Chronology

---

<b>Senior Technical Director &amp; Lighting Artist</b> Industrial Light and Magic (ILM), San Francisco, CA	2017 - 2018
<b>Technical Director &amp; Lighting Artist</b> (filling Senior roles) Industrial Light and Magic (ILM), San Francisco, CA	2014 - 2017
<b>Technical Director &amp; Lighting Artist, Particle Effects TD, Composer</b> Industrial Light and Magic (ILM), San Francisco, CA	2005 - 2014
<b>Assistant Technical Director, Jr Lighting Artist, Pipeline/Tools Dev</b> Industrial Light and Magic (ILM), San Francisco, CA	2003 - 2005
<b>Technical Assistant</b> Industrial Light and Magic (ILM), San Francisco, CA	2001 - 2003
<b>Staff Sergeant</b> US Army Reserve, C Co 321st Engineer Battalion, Ogden, UT	1991 - 2001
<b>Animator and Generalist</b> KBYU, Provo, UT	1998 - 2001
<b>Teacher's Assistant</b> , design department and animation classes Brigham Young University, Provo, UT	1997 - 1998
<b>Teacher</b> , Spanish Speaking Missionary Training Center, Provo, UT	1995 - 1997

## Education

---

<b>Master of Fine Arts, Animation &amp; Visual Effects</b> Academy of Art University, San Francisco, CA <ul style="list-style-type: none"><li>• Emphasis in visual effects compositing</li><li>• VFX compositing on industry films from well known independent directors through the StudioX program</li><li>• Mentored and taught students in the StudioX program as part of my thesis work</li></ul>	2017 - 2019
<b>Bachelor of Science, Computer Science</b> Brigham Young University, Provo, UT <ul style="list-style-type: none"><li>• Focused on computer graphics related courses</li><li>• Studied computer animation and art concurrently</li></ul>	1995 - 2001