Zach Jantz
FX Artist / Pipeline TD

www.linkedin.com/in/zachjantz/ | www.zachjantz.com | zachjantzvfx@gmail.com

EDUCATION

SAVANNAH COLLEGE OF ART AND DESIGN   Savannah, GA
Bachelor of Fine Arts   Expected March 2025
Major in Visual Effects; Minor in Technical Direction

WORK EXPERIENCE

HARBOR PICTURE COMPANY   New York City, NY
3D Intern   Jun 2024 – Aug 2024
- Developed tools and scripts that allow for faster model prep in Maya using Python and MEL.
- QA tested studio USD and Houdini pipelines, worked with senior artists and engineering to test CG infrastructure.
- Created lighting, lookdev, and FX elements for commercial spots.

ACM SIGGRAPH   Los Angeles, CA
Student Volunteer   Jul 2023 – Aug 2023
- Assisted conference organizers at SIGGRAPH 2023 by working events in addition to providing information and assistance to attendees.

SAVANNAH COLLEGE OF ART AND DESIGN   Savannah, GA
Peer Tutor   Jan 2023 – Sep 2024
- Tutored students in a variety of visual effects skills including FX, lighting, Python, look development, and modeling.

PROJECTS

RIDER - Lead Technical Director / FX Artist   Jan 2024 – Present
- Worked with a team of artists to create a 3 minute CG short film.
- Created proprietary pipeline tools for asset management and version control over a collaborative network.
- Designed and simulated hero and secondary pyro FX using custom solvers in Houdini and Arnold.
- Optimized and troubleshot CG workflows utilizing Houdini and Arnold.

SCAD x THE MILL - FX Artist / Technical Director   Sep 2023 – Nov 2023
- Created a mock advertisement as part of a collaborative group project mentored by artists from The Mill.
- Developed dynamic effects using pyro and particle simulations in Houdini and Redshift.
- Rigged and animated a vehicle model using Maya.
- Utilized Python to develop scripts and tools for use in Houdini and Maya.

SCAD x HARBOR PICTURE COMPANY - Lighting Artist   Jan 2023 – Mar 2023
- Developed a mock advertisement as part of a collaborative team project mentored by artists from Harbor Picture Company.
- Responsible for the layout, lighting, and rendering of product visualizations using Redshift and Houdini.
- Created procedural shaders using Redshift and OSL for photo real product look development.
- Modeled hard surface product assets in Maya.

ACTIVITIES

DIGITAL MEDIA CLUB   Savannah, GA
Treasurer   Mar 2022 – Present
- Managed the club budget and club events to provide a positive space for students interested in visual effects.

Skills: Pyro Effects, Particle Effects, RBD Simulation, Python, Pipeline and Tool development, Linux, Application Scripting, Hair and Cloth Simulation, Lighting, Look Development, OSL, QT, Bash, USD, SQL
Software: Houdini, Nuke, Maya, Arnold, Mantra, Redshift