

Adam Thompson

Experience

June 2022 – **Senior Technical Designer**, *Framestore*

- Present
- Created *Mettle*, a Python based configurable VFX project management tool that standardizes file paths and naming conventions, organizes assets and sequences, and launches software with context-aware configurations. Designed for per-project customization via YAML and isolated deployment. Used by dozens of staff and freelance artists across many projects, improving consistency and efficiency.
 - Interfaced between systems administrators, project managers, and artists to solve problems and improve workflows.
 - Managed render farm software, environments, licenses, and configurations, ensuring high throughput and minimal downtime across thousands of hours of render time.
 - Led a 10 person team of artists and designers over two months to complete multiple commercial spots.

Nov 2020 – **Design Generalist**, *Framestore*

- June 2022
- Designed and optimized workflows for complex fluid, volumetric, and finite element simulations.
 - Performed procedural 3D modeling and animation
 - Created a Python tool for artists to exchange node based workflows with each other.

Jan 2018 – **Visual Effects Artist**, *Carbon VFX*

- Nov 2020
- Merged and integrated Carbon's pipeline tools with custom tools developed at Filmworkers.
 - Independently developed and maintained pipeline tools.
 - Designed and developed *Graphite*, a cross-platform Python GUI plugin for version control and organization of work files.
 - Designed and implemented procedural geometry modeling and animation workflows.

June 2016 – **Visual Effects Artist**, *Filmworkers*

- Dec 2017
- Developed work file management Python tools to streamline VFX production for film and commercials.
 - Maintained studio-wide VFX software configurations.
 - Executed complex rigid body and volumetric simulations.
 - Composited CG elements into live-action plates.

June 2012 – **Summer Intern Programmer**, *JRiver*

- Aug 2015
- Fixed bugs and developed features for a C++ based multimedia software suite.

Software

Languages Python, Java, Javascript, Bash

Web HTML, CSS

Tools Houdini, Nuke, Git, Docker, Visual Studio, Xcode

Personal Projects

3D Printing CAD and fabrication of mechanical parts and enclosures.

Robotics Small remote-controlled systems, microcontrollers, SBCs.

PKM Maintaining a personal knowledge database in Obsidian.

Education

2012 – 2016 **B.F.A. in Film, Video, and New Genres**, *University of Wisconsin Milwaukee*

Minor in Computer Science.