WILL CAVANAGH

TOOLS | PIPELINE | EFFECTS

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Experience

NASA Goddard Space Flight Center | *September 2014 - November 2014*
Visualization Intern
- Designed tools for procedural generation and simulation of volumetric clouds, helped with cloud lookdev.
- Designed and maintained pipeline tools for a small team of visual effects artists and animators
- Helped test and debug shaders for a glowing character

Blur Studio | *June 2014 - August 2014*
Pipeline Intern
- Python / PyQT tool maintenance and development within Blur's pipeline, using proprietary APIs
- C++ Plugin development for Fusion compositing software, including plugins for image processing.
- Lua/Eyeonscript development of extensions and tools for Fusion compositing software
- Worked closely with artists to develop tools that suited their needs, and to solve pipeline problems and improve efficiency.

Blackmath | *December 2012 - March 2013*
Freelance Consultant
- Developed tools to automate aspects of pipeline and billing
- Wrote scripts for generating procedural animation in Cinema 4D

Savannah College of Art and Design
Montgomery Hall Systems Support Specialist | *September 2014 - Present*
- Provided Hardware and Software support for over 700 computers for students majoring in VFX, Animation, Game Design, Motion Media.
- Helped troubleshoot software problems and write bash scripts to deploy new software and bug fixes in Linux.

Peer Tutor | *September 2013 - May 2014*
- Tutoring in Houdini, Python, C++

National Boston Studios | *October 2008 - May 2011*
3D Artist / Compositor
- Helped develop and implement a 3d pipeline
- Developed and deployed renderfarm, secure client website, and FTP server
- Lead technical roles on graphics packages for ABC's World News, and Good Morning America.
- Worked on projects for Audi, Subway, CBS, Animal Planet, HGTV, Carnival Cruises, New England Patriots, Avid and others

Maine Media Workshops | *June 2008 - August 2008*
AV Intern, AV Manager

DigiNovations | *September 2006 – January 2008*
- Editor, Assistant Editor, or Motion Graphics Artist on projects for clients including Romney For President, Harvard Business School, Museum of Science Boston, Charles River Venture Partners, Harvard University School of Engineering and Applied Sciences, Ropes and Gray, Latham and Watkins
- Played a key role in maintaining MittTV, an internet TV channel for Romney for President.

Concord-Carlisle Community Television | *January 2005 - January 2008*
Board of Directors
- Assigned to IT, Engineering, and Equipment committees

Education

Savannah College of Art and Design, Savannah, GA | *September 2011 - May 2015*
BFA Visual Effects
- Recipient of Mary & Paul Poetter Scholarship
- Selected to participate in NASA Collaborative Project and asked to continue working with NASA as an intern.

Awards

- Recipient of SCAD's Mary & Paul Poetter Full Tuition Scholarship for academic achievement.
- VFX artist for "GRO2", winner of Best Special Effects for the 2010 Boston 48 Hour Film Project.

Technical Skills

Software Houdini, Nuke, Adobe Creative Suite, Fusion, Maya, Cinema 4D, VizRT Artist, Final Cut Pro, Microsoft Visual Studio
Programming Languages Python, C++, Lua, HScript, VEX, Javascript, PHP, Java, ExtendScript, MEL
Operating Systems RHEL, CentOS, Fedora, Ubuntu, OS X, Windows 7