



Reza Mousavi

Vancouver, BC

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Skills

[Python Programming](#)

[Unreal Engine](#)

[Rigging](#)

Animation

Lighting

Texturing, Shaders, and Material

Rendering

[Visual Effects and Simulations](#)

Familiarity with C++

In the process of learning Blender & USD

Software

Maya

Houdini

Unreal Engine

Katana

Substance Designer

Perforce/SVN

Linux

Shotgun/ShotGrid

Photoshop

Premiere Pro

Education

Technical Arts Advanced Diploma

BCIT, Burnaby, BC

2020

Bachelor's degree in graphic design

Sooreh University, Tehran, Iran

2005

Peak Leadership

BCIT SA, Burnaby, BC

2020

Pipeline TD

Pipeline TD with over 10 years of experience in video production, computer graphics, and visual effects. I have developed expertise in creating interactive tools and UIs to optimize workflows and improve pipeline. I am passionate about continuous learning, tackling new challenges, and finding solutions to problems.

Professional Experience:

Industrial Lights and Magic (ILM)

Vancouver, BC, Aug 2023 - Present

- Collaborated with engineering teams to develop new tools and enhance existing ones, ensuring alignment with production demands
- Supported artists in troubleshooting and problem-solving across various disciplines to optimize workflow efficiency
- Maintained up-to-date documentation for the pipeline, tools, and production standards, ensuring awareness of software and systems
- Thoroughly tested and improved tools in production, enhancing asset setup, caching, and the smooth transfer of shot data among artists

Sony Pictures Imageworks

Vancouver, BC, Feb 2021 - Jul 2023

Pipeline TD

- Collaborated with team leads and supervisors to optimize workflows and create new tools
- Supported artists by offering guidance on best practices, optimization techniques, and tool usage within technical constraints
- Developed Python tools and interactive UIs using PyQt/PySide to enhance workflow efficiency

Production Services Technician

- Built python tools to speed-up, streamline, and facilitate the workflows
- Monitored, troubleshooted, and prioritized renders in the render farm
- Managed production data, processed deliverables, and ensured incoming media met facility standards and naming conventions

Shatoot Photography and Film Studio

Tehran, Iran, Jan 2005 - Dec 2018

Art Director and Manager

- Managed multi-functional teams of up to 12 to develop creative and effective advertising campaigns, from ideation through final delivery
- Worked with clients to reflect their feedback, establish the overall look and visual elements to meet their objectives

Graphic Designer and Photographer

- Conceptualized and produced graphic and video materials such as brand logos, brochures, billboards, and teasers