

Tom Bremer

Visual Effects Supervisor / Artist / Creative

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ABOUT

Visual effects industry veteran with 20 years of experience in Television, Film, and Advertising. Prime Time Emmy Award winner known for handling all aspects of production, from concept to completion, with a proven track record of delivering exceptional results.

EXPERIENCE

Technical Director

Superplastic
May 2019 - Present

Built and maintained storage and Active Directory servers. Built out network and render farm and license servers
Created two animation pipelines, one using Maya, Renderman, and Digital Fusion, and one using Maya to Unreal Engine. Conceived and implemented naming conventions, and folder structures.
Created various pipeline tools for Maya using Python

Instructor

The DAVE School
Aug 2013 - May 2019

Writing, directing, producing, conceptualizing, and VFX supervising new projects on a quarterly basis for the final class of students.
Creating production schedules for each task and assigning tasks based on students' skills.
Grading performance and providing constructive feedback to students.
Developing documentation for new techniques and ensuring students are well-versed in the latest industry practices.
Teaching advanced VFX techniques in lighting, surfacing, and texturing using Maya and V-Ray.
Instructing students in dynamics, covering topics such as nCloth, hard and soft body dynamics, and Bullet.
Playing a key role in the creation and design of new curriculum for multiple programs.
Engaging in creative problem-solving to address challenges and enhance the learning experience for students.

VFX Supervisor

Radical 3D
May 2012 - Apr 2013

VFX Supervisor for a feature film.

Flight Animator and Layout Artist

Disney Toons Studio
Mar 2012 - May 2012

Animated several flight sequences for the Disney film "Planes".

Lighting and Camera Layout Artist

Pixomondo
Oct 2011 - Mar 2012

Lighting, texturing, and surfacing artist for the show Terra Nova, and the films The Hunger Games and The Amazing Spider-Man.

PROFICIENCY

Autodesk Maya Unreal Engine
Foundry Nuke Pixar Renderman
Adobe Suite V-Ray Blender

SKILLS

Animation Lighting Modeling
Look Development Compositing
Problem Solving

EDUCATION

Bachelor's Degree - Visual Effects Production

The DAVE School
2003 - 2004

AWARDS

Prime Time Emmy for Outstanding Visual Effects in a Series - Aug 2010
Platinum Pixie Award for Animation - Aliens Minimates - The Pixie Awards - Dec 2015
Platinum Pixie Award for Visual Effects - The Cursed Actor - The Pixie Awards - Dec 2015
Platinum Pixie Award for Animation - Runners Part 2 - The Pixie Awards - Dec 2015
Accolade Global Film Competition Award of Merit - The Cursed Actor - Accolade Global Film Competition - Nov 2015
Accolade Global Film Competition Award of Merit - Runners Part 2 - Accolade Global Film Competition - Nov 2015