

# Tom Bremer

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## SUMMARY

With over 20 years of experience in 3D art and visual effects for film, television, commercials, and games, I am proficient in industry-standard software like Maya, Blender, Substance Painter, and Unreal Engine. My work demonstrates a proven track record of optimizing assets for real-time performance. I have experience leading and mentoring teams, as demonstrated through my many roles as supervisors and instructors. My commitment to staying current with industry trends is evident through my work with cutting-edge technologies like Unreal Engine 5, real-time path tracing, and generative AI. I am an active member of the Visual Effects Society and the Television Academy of Arts and Sciences

## WORK HISTORY

### **Superplastic, CG Supervisor, May 2019 - October 2024**

- Spearheaded the development and implementation of a Maya to Unreal Engine 5.3 pipeline for real-time path traced animation rendering.
- Led generative AI initiatives, utilizing Convai to drive character dialogue and facial animation within Unreal Engine.
- Trained custom LORAs for still image generation, producing content for social media platforms like Instagram.
- Built and maintained studio infrastructure, including animation team workstations, network, render farm, and storage server.
- Developed pipeline tools in Python, streamlining processes and enhancing artist efficiency.
- Implemented cloud-based storage and rendering solutions, optimizing resource allocation.
- Established naming conventions and pipeline procedures for traditional Maya/Renderman workflows and the new Maya to Unreal Engine pipeline.
- Managed motion capture equipment, setting up blueprints and rigs in Unreal Engine for seamless integration.
- Mentored interns and provided training on technical art topics, fostering skill development within the team.

### **Visual Cue Studios, Owner, September 2013 - May 2014**

- Created a visual effects company and produced four hours of animation for Why Planes Crash Season 2, showcasing entrepreneurial drive and production experience.
- Developed VR training simulations in Unity for Insight Interactive, highlighting experience with real-time applications.

### **Digital Animation & Visual Effects School, Instructor, August 2013 - May 2019**

- Taught the final production block to classes of 10-40 students, guiding them through the entire production pipeline to create short films.
- Wrote, directed, produced, and supervised student projects, resulting in award-winning short films at various film festivals.
- Developed and taught the lighting and look development course, covering topics such as lighting, texturing, compositing, and visual effects.

### **Previous work history available upon requests**

#### **EDUCATION**

The Digital Animation & Visual Effects School

Occupational Associates Degree, Digital Animation and Visual Effects

Jun 2004

The Digital Animation & Visual Effects School

Bachelor's Degree, Visual Effects Production

2019

Apr

#### **CERTIFICATIONS**

- Linux Network Administration Certificate of Completion, StackSkills

#### **ACCOLADES**

- Primetime Emmy Award for Outstanding Special Visual Effects in a Series (CSI: Crime Scene Investigation)
- Cenflo Best Animated Short, 2 Platinum Pixie Awards for Animation, Platinum Pixie Award for Visual Effects, and 2 Accolade Global Film Competition Awards of Merit.
- 4 Telly Awards for animation work on Dogfights: Greatest Air Battles.

#### **ACKNOWLEDGEMENTS AND PUBLICATIONS**

- Active Member of the Visual Effects Society, demonstrating ongoing engagement with industry trends and networking.
- Member of the Television Academy of Arts and Sciences, recognizing contributions to television production.

- Published author in CGW Magazine, outlining flight mechanics and animation techniques, showcasing expertise and thought leadership.
- Keynote speaker at Minnesota Electronic Theater in 2010 and the 2015 International Conference and Expo of Computer Graphics and Animation, demonstrating communication skills and industry recognition.

## **SKILLS**

Unreal Engine · Unity, Blender · Autodesk Maya · Lightwave · Houdini · Digital Fusion · Davinci Resolve · Foundry Nuke · Foundry Mari · Adobe Suite · V-Ray · Renderman · Python · Batch Scripting · Linux · Windows · Mac · Animation · Lighting · Modeling · Asset Creation · Texturing · Look Development · Scripting · Compositing · Editing · Photoshop · Visual Effects · Networking · Group Policy · Amazon Web Services · Cloud Storage · Pipeline Creation · AWS Cloud Rendering · Software Settings · Production Pipeline Issues ShotGrid (ticketing function setup and management) · Course Development · Lecture Preparation and Presentation · Onboarding Document Creation · Technical Plan Development