Tom Banker
Senior Technical Artist

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SKILLS

PROGRAMMING
Python
GLSL / SparkSL
Maya Python API
Pyside & PyQt
Bash
SQL / SQLite

SOFTWARE
Maya
SparkAR
ILM Zeno
Git, Github, Bitbucket, Perforce
QT Designer
Atlassian Suite (Confluence, JIRA)
Adobe Suite

SYSTEMS
Windows | Linux | OSX

EDUCATION

MFA, Animation
Savannah College of Art and Design (SCAD)
September 2011 | Savannah, GA
Thesis: *Application of 3D Procedural Animation to the Visual Presentation of Music*

BSc, Computer Graphics Technology
Purdue University
May 2009 | West Lafayette, IN

CREDITS

Crystalborne: Heroes of Fate (2020)
World War Rising (2018)
Harry Potter: Hogwarts Mystery (2018)
Marvel Avengers Academy (2017)
Overwatch Short: "Recall" (2016)
World of Warcraft: Legion Cinematic (2015)
Heroes of the Storm: Eternal Conflict Cinematic (2015)
Jurassic World (2015)
Teenage Mutant Ninja Turtles (2014)
Noah (2014)
Star Wars 1313
The Amazing Spider-Man (2012)

LINKS

https://github.com/bmbtnkr
https://linkedIn.com/in/tombanker
https://www.imdb.com/name/nm5106255

EXPERIENCE

Meta | Technical Artist
April 2020 - Present | Menlo Park, CA
Real-time AR effects for Meta's Family of Apps. Provided feedback and optimizations to vendor partners. Advised leadership with budgeting and scheduling decisions. Wrote shaders in GLSL ranging from LUTs to complex particle effects and PBR shaders. Wrote documentation, onboarded and mentored junior TAs. Researched, prototyped, pitched, and developed various innovative AR effects including machine learning.

Machine Zone (AppLovin) | Technical Artist
July 2017 - April 2020 | Palo Alto, CA
Developed the Art and Outsourcing Pipelines. Technical and Art support, character rigging support on all MZ games. Additional support developing SQL database, LiveOps Sales tools, and Game Build validation scripts.

TinyCo (Jam City) | Technical Artist
January 2016-July 2017 | San Francisco, CA
Lead 3D Art Pipeline and Art Dept. tools development. Assisted engineers implement shaders and engine optimizations. Identified and reduced pipeline bottlenecks. Overall character rigging and technical support of art teams.

Blizzard Entertainment | Cinematics Rig/Sim TD
April 2015 - October 2015 | Irvine, CA
Character and Prop rigging. Cloth and hair simulation. Post sim and shot sculpting. Cross-department shot and asset troubleshooting.

Industrial Light and Magic (ILM) | Creature TD
June 2013 - April 2015 | San Francisco, CA
Rig and simulation set-up for creatures and props on ILM shows. Ran creature simulations on shots across multiple shows. Contributed to rigging tools (Block Party 2 - Academy Technical Achievement Award) as well as the creature pipeline. Contributed to ILM knowledge base and assisted artists across departments with shot and asset troubleshooting.

LucasArts | Associate Character TD
April 2012 - April 2013 | San Francisco, CA
Developed on the creature rigging, animation, and cinematic pipelines. Collaborated with ILM and Advanced Development Group (ADG). Contributed to ILM rig tools.

Full employment history available on LinkedIn