

SUMMARY

I HAVE LECTURED AT OVER FORTY UNIVERSITIES, AND COFOUNDED AN ENTREPRENEURIAL VENTURE WHERE I AUTHORED A RIGGING TECHNOLOGY THAT HAS BEEN UNDER ACQUISITION REVIEW THREE TIMES WITH THREE SEPARATE FORTUNE 500 MULTI BILLION DOLLAR COMPANIES (1 OF THE COMPANIES WORTH OVER 120 BILLION). I WAS ALSO ADVISED BY ONE OF THE AFFILIATES OF ONE OF THE FOUNDERS OF INDUSTRIAL LIGHT & MAGIC TO NOT SELL THIS VENTURE IN ACQUISITION BELOW 20 MILLION DOLLARS. THIS TECHNOLOGY WAS RECEIVED BY 250 UNIVERSITIES ON 6 CONTINENTS, OUT PENETRATING FACEBOOK LLC IN UNIVERSITY ACCEPTANCE PRE “SERIES A.” IT ALSO GRACED THE COVER OF A WORLDWIDE MAGAZINE AND HAD ITS OWN BOOTHS AT SIGGRAPH AND GDC.

COFOUNDED AND CEO'D A LLC THAT HAS BEEN FEATURED IN THREE WORLDWIDE MAGAZINES: COVER STORY

- 3D ARTIST MAGAZINE ISSUE 10:
“Brent Zorich Worldwide Industry Insider at Lucasfilm”
- 3D ARTIST MAGAZINE ISSUE 68:
“Worldwide Industry Product Review for BZP PRO”: Software Disc Included in Magazine
- 3D ARTIST MAGAZINE ISSUE 76:
“Cover Story of Worldwide Magazine for BZP PRO”: Software Disc Included in Magazine



ENTREPRENEURIAL AND PRINCIPAL TECHNICAL ARTIST SKILLSET I CAN ADD TO YOUR PROJECT:

- COLLEGIATE GUEST LECTURING (CURRENTLY OVER 40 UNIVERSITIES)
- RIGGING PIPELINE AND WORKFLOW
- COLOR CORRECTION DESIGN
- MEL AND PYTHON ENGINEERING TOOL DEVELOPMENT
- ILM LEVEL AND WORLDWIDE MAGAZINE PUBLISHED LEVEL AUTORIGGING TOOL DESIGN
- MOTION CAPTURE RIGGING SETUP
- MODULAR RIGGING ENGINEERING
- VENTURE CAPITAL TECHNOLOGY PITCHING
- MULTIPLE FORTUNE 100 ACQUISITION PRESENTATIONS EXPERIENCE
- STARTUP LEVEL CHIEF CREATIVE OFFICER TASKS
- CAN DESIGN A “FREEMIUM” BUSINESS MODEL WHERE THE TECHNOLOGY I AUTHOR PENETRATES UNIVERSITIES AT A RATE FASTER THAN FACEBOOK LLC PRE “SERIES A” INVESTMENT
- CAN CONCEPTUALIZE AND DESIGN DIGITAL BUILDING CONCEPTS FOR GAME ENVIRONMENTS AT THE LEVEL OF THE ARCHITECTURAL DESIGN FIRM RANKED NUMBER 1 IN THE WORLD: GENSLER



BZP PRO LLC (AUTODESK AUTH DEV)

	CO-FOUNDER	CHIEF EXECUTIVE OFFICER	PRINCIPAL TECHNICAL ARTIST	2011-Current
WALT DISNEY FEATURE ANIMATION RIGGING PROTOTYPING				(incorporating motion capture HIK to Disney Feature Rigs for “proof of concept”- tested on Disney’s “VAMPIRINA”)
RIGR RIGGING PIPELINE SOFTWARE				(workflow author from Art=> Skeleton=> Skinning=> ILM Level Control Rig/ Mocap=> In Game Optimized)
SMART SKINNER BIPED/ QUADRUPED SOFTWARE				(author of Autodesk software that automates 80 hours of character technical construction into 15 minutes)
SONY PICTURES ENTERTAINMENT ASYMMETRICAL RIGGING PROTOTYPING				(Smart Skinner Biped used on character of David Bautista from “Guardians of the Galaxy VOL 2” for proof of concept)
SONY PICTURES ENTERTAINMENT SYMMETRICAL RIGGING PROTOTYPING				(Via our sister company, Vitruvian Entertainment: 240 hours of ILM level rigging completed in 70 minutes)
SMART SKINNER VERSION 2: MODULAR RIGGING AND MOCAP TECHNOLOGY				(author of Autodesk software that automates modular technology for tails, wings, tentacles, toes)

As an entrepreneur:

- Cofounded an LLC with Harvard and Yale alum that is engaged to Revl Ventures.
- Held booths at the two biggest conferences in entertainment: Siggraph and GDC.
- Singlehandedly engineered a rigging technology software product that consolidates 80 hours of rigging work into 15 minutes at the level of Industrial Light & Magic (previous employer).
- After presenting the technology to a publisher of a worldwide magazine, the rigging technology was included in the worldwide magazine’s accompanying dvd disc.
- Due to innovation, made the cover of a worldwide magazine which showcased the product due to software’s “functionality” and “ease of use.”
- Received public recommendations for the product from several key people in the computer graphics industry including the Siggraph Conference Chairperson.
- Due to the disruptive nature of the technology I authored, advised by one of the affiliates of one of the founders of Industrial Light & Magic to not sell in an acquisition below 20 million dollars.
- Co-designed a “freemium” model marketing strategy out penetrating FACEBOOK LLC pre “series a” where 250 universities on six continents received product accompanied by guest lecturing.
- Have had three Fortune 500 companies (one of the firms being worth 120 billion) submit non disclosures in regards to acquisition of the LLC that were brokered by a banking alum of Goldman Sachs.
- Discussions were held with a fourth international Chinese company by the Goldman Sachs broker as well in regards to acquisition.
- NOTE: MY LLC HAS BEEN UNDER ACQUISITION REVIEW THREE TIMES WITH THREE SEPARATE FORTUNE 500 COMPANIES DUE TO TECHNOLOGY I WROTE ENTIRELY MYSELF.**

LUCASFILM, LTD.

	SENIOR TECHNICAL ARTIST (CORPORATE EXECUTIVE TRAINEE - BEST PRACTICES STEERING COMMITTEE)	2008-2009
“STAR WARS THE FORCE UNLEASHED ULTIMATE SITH EDITION”		(lead character technical construction and submitted concept artwork)
“INDIANA JONES AND THE STAFF OF KINGS”		(character technical construction and character deformation R & D)- A Steven Spielberg Project
“STAR WARS THE CLONE WARS: SEASON TWO”		(color correction & compositing on two episodes)- shown at annual firm wide meeting
“TRANSFORMERS REVENGE OF THE FALLEN”		(shot approval in dailies at weekly Industrial Light & Magic Creature R & D meetings)
“STAR WARS THE FORCE UNLEASHED II”		(initial kickoffs, shared assets, file management, character technical construction research and development)
“HARRY POTTER AND THE HALF BLOOD PRINCE”		(shot prep for monthlies approved by the head of ILM Singapore)

- Key Achievement: Promoted, salary increased, and relocated from Singapore to San Francisco after only five months.**
- Invited by The Director of Animation Technology, former CTO of Peter Jackson’s WETA Digital, to be on the Steering Committee setting “Best Practices” for LucasArts, Lucasfilm Animation, and ILM.
- Invited to the prestigious Skywalker Ranch on numerous occasions to obtain extensive research that was incorporated into characters Boba Fett and Jabba the Hutt.
- Created a converged film Ahsoka Tanu working in the Unreal Engine that was approved directly by Mr. George Lucas in Singapore.
- Converged Oscar Nominated & Emmy Award winning Star Wars IP rigging assets such as General Grievous, The Emperor, Ahsoka Tanu, Kit Fisto, Jango Fett, Lord Vader, and Anakin Skywalker.
- Invited into highly coveted Creature Research and Development meetings at Industrial Light & Magic after demonstrating technical ability to ILM Department Supervisor.
- Admitted into Lucasfilm Executive training via Engaged Leadership LLC after proving strong leadership qualities for the team.
- The President of LucasArts positively reviewed my executive proposal entitled Offensive Attack Strategy about attacking Lucasfilm opposition and passed it on to the Board of Directors.
- One of the characters completed with under my lead technical direction, Ultimate Evil, was chosen as the cover of Star Wars The Force Unleashed, a very prestigious honor.
- Documented and extracted key assets of ILM’s rigging software, Block Party I, to do quality assurance against Autodesk Maya for multi divisional usage.

EA SPORTS (ELECTRONIC ARTS)

	ASSOCIATE TECHNICAL ARTIST (LEAD RIGGER ON CENTRAL FOOTBALL)	2005, 2007-2008
“MADDEN NFL 08”		(shoulder pad research and development, football player skinning)
“EA SPORTS MMA”		(prototype rig development)
“NFL TOUR”		(in charge of character technical construction for all characters in title)
“MADDEN NFL 09”		(in charge of character technical construction for all characters in title)
“SUPERMAN RETURNS”		(character technical construction of dragon villain character and modeling of Lex Luthor’s wardrobe)

- Key Achievement: Salary increased after only three months.**
- After proving technical abilities, invited into monthly global meetings assisting on rigging with EA SPORTS’ “Global Rigging Bodyshop” (FIFA, NHL, Fight Night, included).
- Pitch to heads of Central Football about EA SPORTS working with NIKE to collaborate on biomechanics and motion capture after requested how to improve the team.
- Redesigned the football rigging system based on anatomical proportions that used the studio custom quaternion node and was implemented on all football titles going forward.

2K SPORTS (TAKE 2 INTERACTIVE)

	CHARACTER TECHNICAL DIRECTOR	2006
“COLLEGE HOOPS 2K7”		(shoulder deformation tweaking, cheerleader character technical construction)
“COLLEGE HOOPS 2K8”	“NBA 2K8”	(character technical construction research and development- tested on data of Shaquille O’Neal)

DREAMWORKS SKG OUTREACH PROGRAM

	PARTICIPANT VIA ACCAD AT THE OHIO STATE UNIVERSITY	2005

BRAVE NEW PICTURES (THE DISCOVERY CHANNEL)

	CHARACTER TECHNICAL DIRECTOR/ ANIMATOR/ COMPOSITOR	2003-2005
“THE MYSTERY DINOSAUR”		(rigging, animating, and compositing of photoreal dinosaurs for national televised “Walking With Dinosaurs Piece.”)

PRIOR WORKED AS AN INTERIOR ARCHITECT AT **GENSLER** (THE DESIGN FIRM RANKED #1 WORLDWIDE) AND **NBBJ** (THE DESIGN FIRM RANKED #2 WORLDWIDE) 1998-2001

KEY CLIENTELE:	VOLKSWAGEN (design dev & construction doc)	LINCOLN MERCURY (design dev)	ADIDAS (store auditing)	THE REPUBLIC OF CHINA (drafting)

SOFTWARE EXPERIENCE

Maya (Master Level of experience), Motion Builder, MEL, Python, Photoshop, ZENO (ILM’s software), After Effects, Final Cut, VRML, Pixar’s Renderman, Slim, HTML, C++, HIK customization and automation for Motion Capture

EDUCATION

- BSID:** Bachelor of Science Industrial Design at The Ohio State University: **1998** - Senior Thesis Client: **NIKE** - Product Invention and CEO Pitch: **REEBOK**
- MA:** Masters of Arts at the Advanced Computing Center for the Arts and Design (ACCAD) at The Ohio State University: **2011**