

COFOUNDED A LLC WHERE 250 UNIVERSITIES ON 6 CONTINENTS HAVE MY RIGGING TECHNOLOGY. THAT IS GREATER THAN FACEBOOK'S UNIVERSITY NUMBER PRE "SERIES A" INVESTMENT. THAT LLC LEAD TO FORTUNE 100 ACQUISITION NEGOTIATIONS (ONE OF THE THREE SILICON VALLEY COMPANIES WORTH OVER 120 BILLION)

## BZP PRO LLC (AUTODESK AUTH DEV)

CO-FOUNDER	CHIEF EXECUTIVE OFFICER	CHIEF TECHNICAL AUTHOR	2011-Current
WALT DISNEY FEATURE ANIMATION RIGGING PROTOTYPING	(incorporating motion capture HIK to Disney Feature Rigs for "proof of concept")		
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 110 hours of character technical construction into 30 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)		

- Key Achievement: Co-developed marketing strategy licensing Smart Skinners to over 250 Universities on 6 continents in less than 9 months with penetration faster than FACEBOOK, LLC.**
- Gave over forty university guest lectures to student bodies that resulted in positive sales of The Smart Skinner due to the design presentation and software "ease of use."
- Licensed Smart Skinners to clients after proving rigging superiority against existing tech; one of which was Dead Panic Studios that worked on 2015 Oscar winning "INTERSTELLAR" by Christopher Nolan.
- After creating presentation material, secured Seed Investments from alum of both HARVARD and YALE that put the LLC in a position to make the cover of worldwide magazine.
- Co-wrote the "pitch deck" which secured an Incubator Engagement with Tech Columbus/ Revl Ventures and assisted the BZP PRO booths at SIGGRAPH and GDC.
- After co-pitching The Chicago Harvard Business Angel Investors Group, entered into a mentor ship program where they provide strategic guidance.
- Due to Fortune 100 Merger & Acquisition interest, signed a Harvard Investment Banker, formerly of GOLDMAN SACHS, to broker and sell BZP PRO LLC.
- Due to leadership ability, spearheaded Fortune 100 acquisition presentations to three multi billion dollar potential buyers, one of which worth over 100 billion dollars, with detailed visual material.
- NOTE: MY LLC HAS BEEN UNDER ACQUISITION REVIEW THREE TIMES WITH THREE SEPARATE FORTUNE 500 COMPANIES DUE TO TECHNOLOGY I WROTE ENTIRELY MYSELF.**

## MASTERS OF ARTS

ACCAD AT THE OHIO STATE UNIVERSITY	2001-04, 2010-11
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)- <b>A Steven Spielberg Project</b>
"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, Jango Fett, Ahsoka Tanu, Kit Fisto, Jar Jar Binks, 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"	"NCAA FOOTBALL 08"
"EA SPORTS MMA"	"TIGER WOODS PGA 09"
"NFL TOUR"	"NFL HEAD COACH 09"
"MADDEN NFL 09"	"NCAA FOOTBALL 09"
"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.

## ZK 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
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## 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.")

## GENSLER (THE ARCHITECTURE FIRM RANKED #1 WORLDWIDE)

INTERIOR ARCHITECT: ADIDAS, VOLKSWAGEN, LINCOLN MERCURY, GTE, SOLOMON SMITH BARNEY	1999-2001
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- Key Achievement: Salary increased during employment.**
- Recommended to graduate school at ACCAD at The Ohio State University by a partner in the firm.
- Gave studio presentation as apart of firm training on Industrial Design, Retail, and Brand.
- Due to proven illustration ability, flown between Atlanta and Charlotte studios to handle marker rendering.
- Created technical design and construction documentation of both interior and landscape architecture for Fortune 100 clientele.

## NBBJ (THE ARCHITECTURE FIRM RANKED #2 WORLDWIDE)

POST GRADUATE INTERN: THE REPUBLIC OF CHINA	1998-1999
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**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**

## HONORS

- Undergraduate Industrial Design Department Chairperson's Recipient Scholarship** for being The Ohio State Design Student Body President
- Initiated as a member of **Sigma Alpha Epsilon Fraternity**
- Selected to be included in several "Who's Who" annual books showcasing top talent in the United States of America

## 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

## COFOUNDED AND CEO'D A LLC THAT HAS GUEST LECTURED AT OVER FORTY UNIVERSITIES: THE TOPIC WAS CHARACTER TECHNICAL CONSTRUCTION

SCHOOLS LECTURED INCLUDE USC, SAN JOSE STATE, SHERIDAN, NEW MEXICO STATE UNIVERSITY, DEPAUL, UNC CHAPEL HILL AND CCAD

## COFOUNDED AND CEO'D A LLC THAT HAD BOOTH REPRESENTATION AT THE TWO BIGGEST CONFERENCES IN ENTERTAINMENT: SIGGRAPH '13 - GDC '14