

Keith Kamholz

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Overview

Experienced TD/rigger/generalist seeking position in a film, commercial or games company. Preferably a role that takes advantage of both artistic and technical aptitudes.

Skills

- **CG:** Specialty in Rigging, Dynamics, and Scripting. Also proficient in 3d modeling/animation/rendering, virtual reality environment design/creation, and video and film production/editing
- **Programming:** MEL, Object-oriented programming languages (Java/C++/Python/etc), Web programming and webapp frameworks, Database design/triggers/stored procedures (Oracle/MySQL/etc), OpenGL, Ygdrasil (VR scripting language), assembly language
- **Software:** Maya, mental ray, Houdini, Nuke/Fusion/Shake, Boujou/PFTrack, Adobe AFX/Photoshop, Various Programming IDE's
Beginner with Zbrush and Mudbox
- **Operating Systems:** Windows, Mac, Unix, Linux

Work Experience

- **Absolute Post** *(June 2008, August 2008– present)*
Currently a staff CG artist, working on various commercials and pipeline development. (Full client list available below.) Initially interned as a Maya pipeline developer. Aided in establishing render-sharing pipeline between NY and London branches. Helped to write a remote render synchronization MEL script that optimizes the scene for syncing/rendering overseas.
- **Framestore NY** *(July 2008)*
TD internship. Worked on GE Aircraft Engines commercial, aired during Beijing 2008 Olympics. Also worked on the previs rig, adding options/controls, developing a user-friendly tool for rig expansion, and custom-rigging some accessories.
- **NYU Medical Center** *(August 2007 – June 2008)*
Sole web developer for Wise-MD, which delivers online educational videos, surgical animations, and assessments to over 20 medical schools (and counting). Application also tracks and reports evolving usage data for educational researchers.
- **BioDigital Systems** *(December 2007 – January 2008)*
Rigged/animated/rendered/composited a monkey animation for Duke University
- **Moog Inc.** *(June 2001 – August 2006)*
Developed high-end web applications, mainly utilizing Java/JSP/Struts/AJAX/SQL. Also, researched new technologies and methodologies for the group, revised training labs/tutorials, and served as a mentor for new co-ops and employees.

Publications/Broadcasts

- Commercial clients: GE Aircraft Engines, Sundance Channel/Johnny Weir, Verizon, Travelers Insurance, State Street, Nikon, Nature Valley, V8, Lowes, Gillette, Wheaties, ING, Miller Lite, Sharp Aquos, Collegiate Churches, Finish/Electrasol, Klondike, NYU Medical Center/Wise-MD, Duke University
- Created approx. 180 still images for Moshe Elbaum's book, *Intelligence Integration*. Managed team of 4 assistant animators to develop 65 animation clips embedded in the e-book version.
- 'Surrogate Mechanica' was featured in Anti-Motion's *FUTR WRLD* book, a collection of futuristic artwork.

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- Worked on Abdominal Aortic Aneurysm (AAA) surgery animations. Animations used as training material for medical students and surgical residents. Also deployed on Wise-MD, a web application that provides educational content to over 20 medical schools, and counting.
- Created test shot of destroyed planet for indie sci-fi short film, 'Paradise Regained'. Also provided technical assistance/troubleshooting for 1 cleanup shot in Shake.
- Duke University / BioDigital monkey was featured on the MSN.com main homepage as the Video Highlight of the day.

Education

- **New York University**, Center for Advanced Digital Applications (CADA)
Master of Science (May 2008)
Digital Imaging and Design
Member of Digital Arts Network
GPA: 3.5/4.0
- **University at Buffalo**, The State University of New York
Bachelor of the Arts (February 2006)
Double major in Computer Science and Media Study (Highest Honors)
Member of Honors program and Phi Eta Sigma honor society
Latin Honors: Magna Cum Laude
GPA: 3.6/4.0

Other Skills/Interests/Qualities

- Taught MEL scripting workshop at NYU's CADA (April 2009), with another workshop scheduled for February 2010
- Experienced in sound design and music production/recording/composition/performance
- Works well both in teams and independently, experienced in both
- Strong artistic and technical aptitudes
- Very good interpersonal skills
- Welcomes challenges
- Accustomed to juggling conflicting demands/constraints, and devising the best and most practical solution
- Extremely driven and passionate about the visual effects industry!

**** References available upon request. ****

**** Demo Reel and Work Samples available on website and by mail upon request. ****