

# MORTEZA RAMEZANALI [ \_TECHNICAL ARTIST ]

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To develop techniques and tools that push the art in movies and commercial industry

## 7 Years Experience in:

Photorealistic and Stylistic Lighting and Shading  
Dynamics and Fluid Simulation  
Object and Camera Tracking  
Procedural Modeling  
Compositing  
Set Management  
Technical Problem Solving

## 3 Years Experience in:

Maya Plug-in Development  
Pipeline Design and Automation

## 5 Years Experience in:

Design and Setup Hardware and Network requirements for Windows based Render farms  
Setup and Configure Windows Server including Active Directory, Group Policies, Disaster Recoveries, Backup.

Maya	Fusion	Boujou	Deadline	Dreamweaver	Win 2008 Server
Mental Ray	Shake	PFTrack	ShotGun	AutoCAD	Linux Suse
Realfow	Mudbox	MatchMover	Premiere	Quest3D	MS Office
Houdini	Photoshop	Image Modeler	Mokey	Audition	
	Bodypaint 3D	Image Stitcher	Vue		

C++	OpenGL	Fusion API	Visual Studio 2k8	DoxyGen
Boost	OpenEXR	Realfow Scripting	Tortoise SVN	Pascal
Maya API / MEL	OpenMP	HTML/XML	Visual SVN	

## TD / Programmer – Clockwork VFX, November 2008 – Present

Developing *FLUX* plug-in, An approximate Image based lighting tool using Maya API, Developing plug-in using Maya API and MEL to visualize 2D information (DCM) in 3D, Digital Lighting and Shading (Outdoor, Indoor, Live Action), Setup Render Layers and Passes, Mental Ray and Maya Shader assembling, Fluid and Liquid simulation using nDynamics and Realfow, 3D Camera Tracking including complex camera Rigs and Handheld, Objects and Rigs Tracking, Facial Tracking and interpolation using Multiple Cameras, Dynamics simulation including Crushing, Breaking, Footprint, etc. Cloth simulation using nCloth, Optimizing Maya and Lightwave pipeline including writing scripts to automate exporting process, Maya Material Library Optimizer, etc., Layer Compositing and Effects, Design and Implementing Network infrastructure, Setting up file Storage and File Server, Design Central Processing System (360Ghz) including Dispatcher and Monitoring.

## Technical Artist – The Chimneytop, August 2006 – October 2008

Responsible for Lighting (Outdoor, Indoor, Studio, Live Action), Setup Render Layers and Passes, Mental ray Shader Assembling and performance tuning, Exporting to MR Standalone, Shot Assembling and Optimization, Developing series of MEL applications to cut down memory usage and export time using stand-in and On demand rendering, Programming and Scripting including Developing series of Maya nodes to speed up procedural Animation and Character Rigging process, Technical Compositing and Effects, Developing fusion plug-ins including simple GPU accelerated Color operator - 16/32bit range diagnostic node, Dynamic Simulation including Soft and Rigid bodies, Particle effects, Cloth Simulation using Syflex and nCloth, Realistic Modeling (Procedural / Image based / Traditional), Texturing Mapping (Procedural / Photo manipulation), Developing Meta Locators with Maya API for Store and Share meta information with Maya Scenes, Camera Tracking including solving parallax & lens distortion, Design and Setup in-house Renderfarm including Network infrastructure / Storage / Dispatcher

## Rendering TD - Ahura Pictures, Jan 2006 – July 2006

Developing tools to cut down Rendering time including Automatic light map Generator, Developing Cubicle: MEL Application for controlling Large number of objects based on Multilayer texture solver, Complex Shading constructor based on MEL for assembling baked lights information, Mental ray Shader design and performance tuning, Light fine tuning and Optimization, Rendering, Compositing and Color correction, Real Time Authoring under Quest3D engine including Exporting / Asset Assembling / RT Shader

## Generalist TD - Shahed Cultural Institute, Jun 2005 – Dec 2005

Developing fast NURBS Texturing workflow with MEL based on MR Surface sampler, Developing Texture Manager including Automatic Texture Converter-Texture Resolution Switcher-Texture Validation, PSD Layer manager for Maya, Open water Simulation including wake and pond surface through Realfow and Maya Dynamics, Open Water Shading including procedural foam generator - Depth Queue – Glaze effects, Industrial High detail Modeling, Detail Texturing (color/spec/normal), Shading / Lighting (Outdoor) / Rendering, Detailed Pre-visualization, Layer Compositing and Effects

## Real Time TA - Fater Technology, Driving Simulator, Dec 2003 – Jun 2005

Developing Scene manager system including LOD Automatic Switcher – Semi Automatic Scene BSP, Developing Custom Asset Manager with MEL including Asset Version controlling – Asset Scanning, Developing MEL Applications to successful transfer physiques properties including Friction – Stickiness - Events – Occlusion – Pre Calculated Bounding Volume in XML to target 3D engine, Lighting and Pre-Lighting, Developing tools for Automatic light map generating, Reconstruct Ekbatan Complex in Real Scale, Model over 500 props and vehicles, Realistic texturing and Normal mapping, Vehicle Rigging (Ground detection – Suspension) , Traffic Simulation with Maya and MEL with support of Static and Dynamic Traffic-Path Generating & Finding-Collision Detection & Triggering-Variable speed-velocity controlling system

## Technical Artist – National Services, October 2002 – Aug 2004

Responsible for Designing 3D Content for RPG-7 shooting simulator including Terrain Generating from DETM data through MEL, Environment Modeling and Texturing, Collision detection using Ray Casting Technique, Pre-lighting and Rendering, Procedural Animation, Writing custom data exporter via Maya Blind Data to target engine

**B.A in Digital Arts and Media - Major in Animation**, 2009, Middlesex university.  
**Diploma, Mathematics and Physics**, 1998, Science College.

**Procedural Effects with Houdini**, 2009, TD College, TD-College.com  
**Realfow Production Techniques**, 2009, TD College, TD-College.com

Upon Request

Summary

DDC Skills

DEV Skills

Experiences

Education

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