

Mike Marcuzzi

mike.marcuzzi@gmail.com

• +1 (604) 652-3616

• <http://www.pixelpicnic.com>

Capabilities

- FX, Simulation, Lighting, Compositing
- Houdini, Nuke, Katana, Autodesk and Adobe software
- UX / UI Design
- Python, VEX, C++ programming
- Strong technical knowledge of computer hardware and software
- Adapts quickly to proprietary software and pipeline workflow
- Collaborates effectively with colleagues
- Innovative problem solver

Experience

Futureproof Collective Inc.

Creative Director
June 2020 - Present
Vancouver, Canada

All Projects

- Project management
- Technology steering and development
- Real-time signal processing and graphics
- Hardware interfacing
- Automated testing with CI/CD development

DNEG

FX Tech Supervisor
March 2022 - Present
Vancouver, Canada / Global

All Projects

Nyad, Dune 2, ...

- Setup and asset management
- Automation and workflow implementation
- Inter-departmental communications
- Artist management
- Communicating / troubleshooting pipeline issues to facilitate shot delivery
- Artist training and documentation
- Pipeline tools / maintenance

Method Studios

FX Tech Supervisor
April 2021 - February 2022
Vancouver / Montreal, Canada

All Projects

- Setup and asset management
- Automation and workflow implementation
- Inter-departmental communications
- Artist management
- Communicating / troubleshooting pipeline issues to facilitate shot delivery
- Artist training and documentation
- Pipeline tools / maintenance

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Experience (Continued)

DNEG

FX Tech Lead
January 2020 - Present
Vancouver, Canada

Dune (2020, FX Tech Lead)

- Setup and asset management
- Automation and workflow implementation
- Inter-departmental communications
- Artist management
- Communicating / troubleshooting pipeline issues to facilitate shot delivery
- Artist training and documentation
- Pipeline tools / maintenance

DNEG

Senior FX TD
March 2019 - January 2020
Vancouver, Canada

Togo (2019, FX)

- Environmental element simulation
- Water geyser instance setup (300+)

Hobbes And Shaw (2019, FX)

- Dirt and debris simulation
- Smoke and Fire

Men In Black International (2019, FX)

- Asset deformation effects and destruction
- Weapon firing rig and workflow

Industrial Light & Magic

Senior FX TD
March 2014 - October 2018
Vancouver, Canada

Captain Marvel (2019, FX)

- Effect sequence lead for set dressing and interaction
- Various effect setups
- Automating pipeline / farm tools for artist productivity

Aquaman (2018, FX)

- Volumetric lighting for crowd agents
- Crowd instancing lights

Bumble Bee (2018, FX)

- Fire / smoke simulation
- Character interaction and destruction simulation

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Experience (Continued)

Animal Logic

Senior / Lead FX TD
October 2017 - October 2018
Vancouver, Canada
Sydney, Australia

Lego 2 (2017, FX)

- Tool development and crowd workflow

Lego Ninjago (2017, FX)

- Crowd tools and workflow
- Pipeline and shot work

Alien Covenant (2017, FX)

- Hologram generation
- Star nebulae holograms
- Pulse waves in hologram room

Industrial Light & Magic

Senior FX TD
March 2014 - October 2017
Vancouver, Canada

Doctor Strange (2017, FX)

- Mirror Dimension sequence
- Various magic effects
- Annie Award winner,
Best Animated Effects In A Live Action Production

Deepwater Horizon (2016, FX)

- Fire / smoke simulation
- Training new hires on proprietary software / pipeline tools
- Asset development for cached fire / smoke column sim / render

The Revenant (2015, FX)

- Developed collision rigs for creatures
- Developed drool asset for the bear

Star Wars VII: The Force Awakens (2015, FX)

- Developed blaster fire rig used between Houdini/Zeno
- Light sabers, blaster fire, snow, smoke / fire

Jurassic World (2015, FX)

- Rigid body simulation and rendering
- Ground interaction with creatures
- Some foliage simulation

Tomorrowland (2015, FX)

- Smoke / fire simulation
- Rigid body simulation

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Experience (Continued)

MPC

Senior FX TD
January 2014 - February 2014
Vancouver, Canada

Sony Pictures Imageworks

FX TD
June 2013 - November 2013
Vancouver, Canada

Industrial Light & Magic

Simulation TD / FX TD
September 2009 - September 2012
Singapore

Godzilla (2014, FX)

- Maya effects
- Smoke / Dust simulation with Flowline

Edge Of Tomorrow (2014, FX)

- Houdini effects
- Smoke and fire simulation
- Sand simulation
- Katana rendering / scripting

Pacific Rim (July - September 2012, FX)

- Houdini scripting (delayed load tools for rendering)
- Snow simulation
- Aided in drool development

The Avengers (2012, FX)

- Houdini effects
- Smoke and fire simulation
- Particle simulation

Mission: Impossible - Ghost Protocol (2011, FX)

- Houdini digital asset development
- Look development
- Python tool development for Houdini

Transformers: Dark Side Of The Moon (2011, FX)

- Explosion simulation
- Ship thruster look development / implementation
- Rigid body simulation
- Python tool development for Nuke and proprietary software

Rango (2011, Creature Development)

- Cloth and hair simulation
- Python tool development for proprietary software

IMAX

Digital Mastering and Restoration
(DMR)
January 2009 - September 2009
Mississauga, Canada

The Watchmen

Star Trek

Night at the Museum 2

Harry Potter 6

Transformers 2

Where The Wild Things Are

- Shake compositing
- Dust and scratch removal
- Footage delivery
(Toronto to Los Angeles)

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Experience (Continued)

Self Employed

Language Instructor
September 2007 - September 2008
Kyoto, Japan

ML Designs

Desktop Publishing
March 2007 - September 2007
Burlington, Canada

Juno Awards

Visual Effects
March 2007
Toronto, Canada

Project

Visual Effects
November 2006 - February 2007
Toronto, Canada

Lumanity Productions

Visual Effects
September 2006 - October 2006
Toronto, Canada

Storyteller Pictures

Visual Effects Supervisor
June 2006 - October 2006
Toronto, Canada

AXYZ Edit Inc.

Internship
Fall 2004 - Fall 2005
Toronto, Canada

Foreign Language Instructor

- Running private and group language lessons
- Represented Gill The Goldfish at Tokyo International Film Festival

Various Marketing Materials For Print Media

- Digital photo manipulation
- Adobe InDesign layout and publishing

Nelly Furtado "Office" Skit

- 3D animation
- Compositing
- Sound effects, audio mixing

Sci-fi Mini-Series For Broadcast

- Compositing and After Effects

"The Secret Miracle"

Bravo!FACT Independent film (TV Short)

- On-set rig for CG creaturev
- Marker placement for 2D

"The Interior Monologue Of Gill The Goldfish"

Bravo!FACT Independent film (Short)

(8 Festival Screenings Worldwide)

- On-set visual effects, technical coordinator
- Post-production supervisor
- Compositor, environmental CG and effects
- Building / maintaining render farm and FTP communications

Various Commercial Projects

- Effects suite maintenance, waste disposal
- Coffee preparation and distribution
- IKEA assembly, tape archive relocation (to said IKEA units)
- Tape room operation, video patching, transcoding
- Inferno training
- Inferno assistant

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Education

Humber College

Fall 2005 - Fall 2006
Toronto, Canada

- Animation for broadcast, post-graduate diploma

Sheridan College

Fall 2001 - Fall 2004
Oakville, Ontario

- Media arts program, Advanced Diploma

Awards & Achievements

- Annie Award for work on Doctor Strange, 2017
- President's award 2007 (Humber College)
- Headlined "Industry" screening 2003 (Sheridan College)
- Gold medal winner, "Skills Canada" competition (Animation) (Tri-city area, 1998 and 1999)

Interests

- Photography
- Music / Mixing
- Documentation and spreadsheets
- Digital / Fine Art and Animation
- Puzzles / Problem Solving
- Programming / Scripting
- Muay Thai Coaching / Training
- Hygiene
- Dynamic / Particle Simulations
- Movies / VHS Culture
- Fabrication / Maker Culture
- CAD / Electronics Development
- AI Imaging
- ML Processing
- Travel and Culture
- Surfing
- Cooking