

AMY GUNSON (MTM, CAPM)
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EXPERIENCE

Badskirt

Sydney 10/08-5/11

Founder & Creative Development

- Launched an online textile and handcraft business
- Retailed an original range of toys, home wares and giftware online and at local markets
- Developed and customized online shopping solution using HTML, CSS and integrated shopping cart solutions
- Managed all aspects of the business including product design, online sales portal, marketing, vendor relationships, international supply chain, order processing and distribution
- Established a promotional blog and used social media to build brand awareness growing to 8,000+ unique visitors and additional followers via aggregated feed sources

Fuel VFX

Sydney 11/09-2/10

3D Production Manager

- 3D production manager for film and multiple TVCs including *Iron Man 2*, *Tomorrow When the War Began*, *The Tree* and *Gucci Guilty*
- Responsible for 40+ staff in the 3D department including resource allocation, project tasking and assessing recruitment needs
- Day-to-day scheduling, project tracking, milestone monitoring and resource planning across 20 projects in collaboration with project line producers
- Provided technical insight for workflow efficiencies in the 2D and 3D pipeline
- Evaluation of artist skills with recommendations for career development.
- Provided career coaching and mentoring to junior staff

Krome Studios

Brisbane 12/07-6/08

Associate Producer

- Key production support for *Star Wars: The Clone Wars* Wii
- Re-developed project schedule for 50+ developers assessing resource dependencies and scope change. Monitored and prioritized milestone deliverables
- Implemented risk management policies and tracking tools. Developed risk identification and mitigation strategies in conjunction with software developers and artists
- Audited preproduction schedules for other divisions in the company
- Responsible for analyzing teams and making recommendations for process and communication improvements
- Liaised with client regarding development status, asset deliverables and franchise continuity
- Provided technical insight for tool development to create efficiencies for art development

Freelance

Sydney 6/07-12/07

Graphic Design, Project Management

- Developed marketing collateral, newsletters, technical reports, interactive tools and internal media using InDesign, Photoshop and Flash development
- Required awareness of and adherence to corporate branding standards
- Diverse client base included ABN AMRO, Clarins, Standards Australia and the Heart Foundation

EA Canada

Burnaby 8/06-5/07

Technical Artist, Fusion Team

- Managed preproduction planning and approval process for art pipelines for Wii and PSP titles including *Madden NFL '08*, *FIFA Soccer '08* and *The Sims 2 Castaway*

- Led technical research to assess PS3 and Xbox 360 game development and their long-term impact on business unit strategy
- Functioned as a conduit between development directors, art leads and engineering staff to provide clarity and continuity to the development process
- Provided additional artist tool and planning support for *Need for Speed ProStreet*, *NBA 2008* and *Tiger Woods '08*
- Created tools for art development in Mel and Python to improve workflow efficiency and facilitate the asset auditing process
- Established best practices for art preproduction and creation
- Verified resource capacity plans and risk mitigation strategies
- Established process and policies for working with outsource vendors
- Worked with education unit to create training and career development tools
- Assisted junior staff with career development in EA mentoring program.

Animal Logic

Sydney 9/03-12/04

Technical Director

- Created particle effects for multiple films using Maya, Renderman, and in-house tools
- Collaborated with in-house developers to refine custom tools and improve efficiencies in the effects creation process
- Responsible for look development of visual effects including clouds, blood and debris
- Provided visual effects for feature films and commercials including *Stealth*, *The Great Raid*, *Harry Potter and the Goblet of Fire*, and *Happy Feet*

ESC Entertainment

San Francisco 4/02-6/03

Technical Director, Co-Production Manager

- Digital human lead, pipeline development and testing, and production planning for the Siege docking bay sequences of *Matrix Reloaded* and *Matrix Revolutions*
- Collaborated on pipeline and workflow efficiency in the development of internal tools for Mental Ray optimization of complex CG environments and characters
- Facilitated development of human assets with modeling, texturing and rigging departments, along with developing Maya tools
- Assisted with asset and production management for a team of 45 artists using MS Project and MS Office including long-range scheduling and day-to-day tasking
- Active involvement in recruitment process for rapidly growing team
- Mentored and supported junior team members.

Rhythm & Hues

Los Angeles 2/99-4/02, Internships 6/97-8/97, 5/98-8/98

Technical Director, Technical Supervisor

- Worked as an effects artist, lighter and technical animator using Maya, Houdini and internally developed software for 3D and compositing
- Collaborated with in-house programmers to develop skin and muscle simulation tools. Technical animation lead for *Cats and Dogs* and *Scooby Doo*
- Lighting team member for *Harry Potter & the Philosopher's Stone*, *Little Nicky* and *Stuart Little*
- FX artist for *Mystery Men*, *Chain of Fools* and *Soldier*
- Supervised and established technical animation team of 12 artists
- Mentored junior team members

Disney Imagineering

Los Angeles 6/95-7/95

Programming Internship

- Developed audio tools for Disney VR Studio's Aladdin's Magic Carpet Ride using an internally developed language based on Scheme

AT&T Bell Labs

New Jersey 6/94-8/94

Research Associate Internship

- Researched communication-based multimedia applications focusing on the development and implementation of ISDN standards
- Analyzed currently available ISDN solutions and worked with research team to develop industry-wide standards for multimedia using two B channels

IBM

Research Triangle Park 1/93-3/93

Programming Internship

- Assisted in design and programming of TCP/IP data collection and reduction tools using C
- Developed tools to analyze packet transmission and data loss

Texas A&M University

Texas 8/98-1/99

Graduate Teaching Assistant

- Teaching assistant for 3D animation and OpenGL programming courses

University of Illinois at Urbana Champaign

Illinois 8/95-12/96

Graduate Teaching Assistant

Teaching assistant for Discrete Mathematics and C++ courses

- Recognized with an Excellent Teaching Assistant Award

Beckman Institute

Illinois 9/94-5/95, 8/95-4/96 Multimedia, Programming, DTP

- Assisted scientists with 2D and 3D data visualization and analysis
- Assisted law enforcement with forensic analysis and image enhancement
- Responsible for department AVID media editing system
- Developed variety of media including animation, print, slide and web
- Plug-in development and support for scientific visualization for SoftImage and Alias

EDUCATION AND QUALIFICATIONS

University of New South Wales

Sydney 7/11-present (part-time)

Master of Marketing, Australian School of Business

- Focus: Brand Management, Integrated Marketing Communications

Project Management Institute

Vancouver 11/06

Certified Associate of Project Management (CAPM)

University of New South Wales

Sydney 7/05-7/06

Master of Technology Management (MTM)

- Focus: Business Strategy, Project Management, Organizational Behavior

Texas A&M University

College Station 1/97-1/99

Visualization Sciences postgraduate program

- Focus: 3D Animation, Visual Effects, Graphic Design

University of Illinois

Urbana-Champaign 8/91-5/95

Bachelor of Science in Computer Science in Engineering (BS)

- Focus: Programming, Engineering, Logic, Economics

Software Knowledge

Office Tools: Microsoft Project, Microsoft Office Suite (Word, Excel, Visio), PMSQL

3D Software: Maya, SoftImage, Mental Ray, Renderman

2D Software: Gimp, Adobe Photoshop, Adobe InDesign, Adobe Lightroom

Prior Programming Experience: Scripting (Perl, Python, 3D software), C, C++, Scheme

General Skills

Project Management, Risk Analysis and Mitigation, Business Strategy, Leadership, Proactive, Self-Motivated, Team Player, Technically Mind, Problem Solver, Works well with Cross-Disciplinary Teams

Additional Information

Eligibility: Australian and US Citizen

Location: Currently Sydney-based. Open to relocation. Willing to travel

Availability: Immediately available