

# Steven Zaharakis

C: 917.596.7925 E: steven.zaharakis@gmail.com W: www.stevenzaharakis.com

---

## SKILLS

---

- Maya
- Rigging
- Motionbuilder
- MEL/Python
- PyQt/PySide

## PROFESSIONAL EXPERIENCE

---

**Digital Domain**, Playa Vista, CA **2016 – 2018**

### Virtual Production Technical Director

**Ready Player One (Film), Archangel VR (Game), Ghosts of Tsushima (Game)**

- Collaborate with Unity developers, Pipeline TD's and lab artists to create new and exciting workflows, tools and techniques to support virtual production in Maya and Motionbuilder

**Duncan Studios**, Pasadena, CA **2015**

### Technical Director

**The NutJob 2 (Film), Blossom (Short)**

- Pipeline scripting and support of team of animators working in house and remotely
- Rigging support, Character GUI building

**Psyop**, Venice, CA **2015**

### Character Rigger

**Rise of the Tyrants (Game), Cricket Wireless (TV Ad Campaign)**

- Character Setup and Rigging
- nCloth and nHair R&D

**The Third Floor Inc**, Los Angeles, CA **2015**

### Character Rigger/Generalist TD

**Kingsglaive: Final Fantasy XV (Film), L.O.R.D. (Film),**

**Race Through New York Starring Jimmy Fallon (Theme Park Ride)**

- Rigging of characters and props for feature film Previs pipeline
- Provided TD support to troubleshoot shot problems
- Scripted export tools to deliver shot assets

**BLT Communications**, Hollywood, CA **2015**

### Character Rigger

**Terminator Genisys (Ad Campaign)**

- Character Setup and Rigging of ILM's T800 and T1000 Terminator model, for use in ad campaign

**Disney Toon Studios**, Glendale, CA **2010 – 2014**

### Technical Director

**Planes 1 & 2 (Film), Tink5 & 6 (Film), Shorts, Various other projects**

- Assist and fill in for Leads (Front End Lead, Lighting Lead, FX Lead) as 3D Generalist/Rigging TD/Layout TD
- Script various tools to help the pipeline run efficiently and fast, with particular attention to repetitive tasks and rigging tools
- Produce technical FAQ's and Wiki guides, provide training to ATD and TA peers in Maya
- Technically manage assets and QC production process, assisting with temp rigs and assets when necessary for production to flow seamlessly and with little interruption
- Technically troubleshoot shot problems and provide support to Previs artists when issues arise during Layout

**The Jim Henson Company**, Los Angeles, CA **2008 – 2010**

**Rigging Technical Director/Scene Assembly/Animation Lead**

***Sid the Science Kid (PBS-TV), Havoc Pilot (FOX-TV)***

- Rigged motion captured characters and props as well as scripted tools to help production pipeline
- Integrated muscle systems into facial rigs for characters and dynamic hair systems.
- Assembled scenes for animation, cleanup mocap data, and re-animated as needed

**Halon Entertainment**, Santa Monica, CA **2007 – 2009**

**Previs Artist/Lead Rigger**

***G.I. Joe: Rise of Cobra (Film), Knight and Day (Film)***

- Previs Artist/Lead Rigger for feature film previs shots

**Viewpoint**, New York, NY **2005 – 2007**

**Full Time 3D Generalist/Developer**

***GE (Video Demos), AOL (Online 3D Advertisements)***

- 3D Generalist responsible for modeling, animation, rigging, lighting, texturing, rendering for use in video

**Computer Associates**, Islandia, NY **2000 – 2002**

**Software Engineer**

***eTrust Access Control***

- Maintain source code, investigate/debug/create code level fixes for Unix and NT platforms

**EDUCATION**

---

**New York University**, New York, NY

- Masters of Science in 3D Graphics and Animation (Graduated with High Honors)
- Bachelors in Computer Science