

ALLAN GERSTEN

REAL TIME VISUAL EFFECTS SUPERVISOR

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PROFESSIONAL PROFILE

Real Time Visual Effects Supervisor specializing in real-time, game, AR, VR and film.

Adaptable, motivating supervisor who owns projects, appropriately visualizing and realizing the client's vision through a balance of tech and art. I am a **VFX specialist** with decades of expertise in generating 3D computer graphics and a background in creating high-end, stunning visual effects, animation, modeling, character rigging, lighting, and compositing for platforms ranging from mobile devices to the big screen.

Team leader inspired by challenging assignments, honored for award-winning projects. I have working with top companies, such as Warner Brothers, Disney Animation and Interactive, Industrial Light and Magic and Tippett Studios.

GAME TITLES

Harry Potter, Wizards Unite
Warner Brothers Games, Unreleased

Star Wars Commander
Disney Interactive, 2014

Skylanders – Trap Team
Toys for Bob / Activision, 2014

Transformers: The Ride 3D
Universal Studios, 2011

Tiger Woods PGA Tour
EA, 2001

James Bond – Agent Under Fire
EA, 2001

FILM CREDITS

Last Exit
Special Project Group, 2016

Wreck-It Ralph
Walt Disney Animation, 2012

Transformers, Dark of the Moon
Paramount Pictures, 2011

Mars Needs Moms
Disney, 2011

Twilight – Eclipse
Summit Entertainment, 2010

Twilight – New Moon
Summit Entertainment, 2009

Cloverfield
Paramount Pictures, 2008

The Spiderwick Chronicles
Paramount Pictures, 2008

The Golden Compass
New Line Cinema, 2007

Ghost rider
Columbia Pictures, 2007

Happy Feet
Warner Brothers, 2006

Ice Age 2 – The Meltdown
20th Century Fox, 2006

Catwoman
Warner Brothers, 2004

The Matrix - Revolutions
Warner Brothers, 2003

SOFTWARE

Unity 2017, Maya, Houdini, Zeno (ILM proprietary software), TipFurrator (Tippett Studios proprietary fur software), Studio++ (Bluesky Studios proprietary software), Real Flow, Nuke, Adobe Creative Suite including Photoshop, After Effects and Bridge. Perforce, SVN, GIT, Hansoft

RECENT PROJECT EXPERIENCE

Co-Founder and Real Time Visual Effects Supervisor, CAMD[rt] – 10/2018–Present

- Responsible for supervising all real time work produced by our vast array of artists and engineers.
- Work hand in hand with our clients to assess their needs and help them solve technical issues, targeting in-engine performance goals while helping them to achieve or exceed their creative vision.
- Creating and supervising teams of specialized artists, technical artists and engineers to work either on-site or remotely with our clients.

Senior VFX Artist – Harry Potter Wizards Unite, Warner Brothers Games, SF – 5/2017–9/2018

- Responsible for in game, cutting edge AR VFX.
- Work very closely with art director, designers and engineers to create stunning, highly performant, never seen before VFX.
- I am responsible for writing many of the VFX shaders used in game.
- I help to facilitating communication between all departments to insure all VFX work as expected in both AR mode as well as in locked camera mode while being highly performant with minimal impact on cpu/gpu, overdraw and battery drain.
- I also played a big role in developing the VFX pipeline as well as the VFX UI pipeline for the game.

Senior VFX Artist – Star Wars Commander, DISNEY INTERACTIVE – 12/2014–5/2017

- Oversaw game VFX, creating VFX from concept to implementation.
- Brainstormed and collaborated with designers, concept artists, and art directors to conceive of, create, and implement highly performant VFX with minimal vertex, overdraw, and CPU/GPU overhead, along with maximum, volumetric visual impact on brand and in line with Lucasfilms Starwars IP.
- Won the 'DCPI Hackathon 2015, People's Choice Award' and 'DCPI Hackathon 2016, Creative Excellence Award'.

FX Artist – Skylanders Trap Team, TOYS FOR BOB – 1/2014–7/2014

- Contributed to developing an array of effects throughout the game using Peaches and Orange, Toys For Bob's proprietary software targeting a wide range of console systems from Nintendo Wii up to Xbox One and PS4.

Lead FX Artist – Last Exit, SPECIAL PROJECT GROUP– 2013–2014

- Supervised and created Maya Fluid water and bubble effects in film sequences and collaborated very closely with the offsite VFX supervisor and compositing team

FX Technical Director, Thor 2: The Dark World (theatrical trailer), EVIL EYE PICTURES – 2013

- Created and oversaw rigid body simulations using Houdini.

Effects Animator, WALT DISNEY ANIMATION STUDIOS – 2012

- Developed particle and rigid body simulations using Houdini in multiple environments with a stylistic range from cartoon to real world and hyper-real look and behavior for *Wreck-It Ralph*. I was instrumental in implementing the "Glitch" effects for Vanelope, the titles lead character.

Creature Development Technical Director, INDUSTRIAL LIGHT AND MAGIC (ILM) – 2011

- Created rigid body simulations in Zeno, including robot destruction, large-scale building destruction scenes, and cg/practical set interactions, for *Transformers*, *Dark of the Moon*, and was responsible for all the rigid body simulations for the subsequent ride film, *Transformers, The Ride 3D* for Universal Creative, seen at Universal Studios Hollywood, Universal Studios Singapore, and Universal Studios Orlando.

PREVIOUS PROJECT EXPERIENCE

FX Technical Director, IMAGEMOVERS DIGITAL – 2010

- Created fluid simulations of fire, smoke, liquid, and particle effects via Maya, Maya Fluids, and RealFlow for Disney's *Mars Needs Moms*.

FX Animator/FX Lead, TIPPETT STUDIO – 2007–2010

- Designed FX animation of fur, cloth, debris, water, smoke, and other natural phenomena.
- Oversaw look development of several effects across multiple film projects.
- Completed and led effects for projects, such as *The Spiderwick Chronicles*, *The Golden Compass*, *Cloverfield*, *X-Men Origins*, *Twilight – New Moon*, *Twilight – Eclipse*, and *Spore*.

FX Technical Director, GIANT KILLER ROBOTS – 2006

- Created Maya fluid fire effects for Johnny Blaze, The Human Torch for the *Fantastic Four* theatrical trailer.
- Developed and implemented snow particle effects and rigid body avalanche simulations for *Happy Feet*.

FX Technical Director, EVIL EYE PICTURES – 2006

- Oversaw look development and implementation of all particle effects and rigid body simulations.
- Contributed to VFX direction for 2006 MTV Video of the Year – Carrie Underwood's *Before He Cheats*.

FX Technical Director, CAFEFX – 2006

- Developed and led the Dirt Elemental character particle build, fluid simulations, dirt, and dust elements.
- Look development for water sequence for *Snakes on a Plane*
- Provided oversight for the effects for gaming cinematic effects on *Heist*, a Playstation 3 title.

FX Technical Director, BLUESKY STUDIOS – 2005–2006.

- For *Ice Age 2*, *The Melt Down*, created various water effects animation, including waves, froth, splashes, and wakes for a large variety of shots.
- Created Maya fluid simulations for smoke effects for the 'Mini Sloths' sequence.

CG Supervisor, HORNET, INC. – 2005

- Supervised MTV pilot "Twelve" as well as various television commercial projects.
- Managed artists, character rigging, modeling team, and animation team to complete milestones on time and under budget.
- Led all secondary, dynamic rigging effects—cloth, fur, and rigid/soft body simulations as well as particle effects.
- Oversaw live action shots, 3D integration, and provided on-set VFX Supervision.

FX Technical Director, ESC ENTERTAINMENT – 2003–2004

- Part of Zion Unit, a small FX team of 5 on *The Matrix – Revolutions* and *Catwoman*.
- Was responsible for creating smoke, debris, explosions, sparks, and lighting effects using Maya and various proprietary software.

AFFILIATIONS

VISUAL EFFECTS SOCIETY, 2008–present