

ALLEN STETSON

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17 years experience on 18 feature films in management, technical direction, pipeline engineering, creative content authoring & supervision.

EXPERIENCE

Lead Pipeline Developer, Weta Digital 5/2015 - Present

Avatar Sequels

Represented Weta Digital to client Lightstorm Entertainment, lead a team of pipeline developers and support personnel. Interfaced with heads of Weta Digital & Producers, ADs, technology leads, and other executives of the Avatar sequels to ensure that their needs were being met in regards to pipeline development. Directly supported motion capture events on stage with James Cameron and other creative leadership. Personally designed and authored technology.

Department Supervisor, Crowds, DreamWorks Animation 5/2012 - 2/2015

Kung Fu Panda: Secrets of the Scrolls, Me & My Shadow, Monkeys of Mumbai, B.O.O.

Oversaw operations of crowd department, both technical and creative. Directed motion-capture shoots. Personally authored crowds and agents. Personally authored new technologies, standards, practices, and documentation.

Pipeline Engineer, DreamWorks Animation 5/2011 - 2/2012

Madagascar 3, Rise of the Guardians, Turbo, The Croods

Authored portions of proprietary next-generation software and data formats, specifically relating to crowds. Collaborated with R&D and department heads in the design and implementation.

Department Supervisor, Crowds, DreamWorks Animation 8/2010 - 5/2011

Night of the Living Carrots

Oversaw operations of crowd department, both technical and creative. Personally authored crowds in 2 of 5 sequences. Collaborated directly with Director, VFX Supe, and heads of departments.

Department Supervisor, Technical Direction, DreamWorks Animation 5/2010 - 8/2010

Stereo Conversion: Shrek, Shrek2, Shrek 3

Oversaw technical deliverables for a small in-house team developing a stereo conversion pipeline for use with multiple outside vendors. Collaborated with producer and vendors in a fast-paced environment to devise solutions to retrieval and preparation of archived footage, receipt and film-out of finished plates.

Department Supervisor, Crowds, DreamWorks Animation 10/2008 - 5/2010

Shrek 4 (Forever After)

Oversaw operations of crowd department, both technical and creative. Oversaw creative approvals, technical deliverables, interviews, performance evaluations. Directly collaborated with Director, VFX Supe, and fellow heads of departments.

Lead Technical Director, DreamWorks Animation 7/2006 - 10/2008

Kung Fu Panda, How to Train Your Dragon

Assisted the Supervising TD in overseeing the back-end (Surfacing, Lighting, FX, Crowds, Matte Painting) while performing the duties of a TD in one or more departments at a time. Interviewed, trained, mentored, provided counsel for TD team.

Technical Director, PDI DreamWorks & DreamWorks Animation 2/2003 - 7/2006

Shrek2, Madagascar (Animation). Over the Hedge (Surfacing). Bee Movie (Crowds). Flushed Away (Lighting).

Sole support for teams of artists and their supervisors in pipeline, software, and render issues. Authored scripts, defined artist workflows, identified and repaired technical problems.

Technical Assistant, PDI DreamWorks 2/2002 - 2/2003

Shrek 4D (Animation)

Render Assistant, PDI DreamWorks 7/2000 - 2/2002

Shrek

EDUCATION

Cogswell College, 1999, BA Computer and Video Imaging. (Dean's List)

REFERENCES (Upon Request)