STEVE ADDEO
TECHNICAL ARTIST

Contact

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Skills

- Blender
- Maya
- Houdini
- Python Tool Development
- Shader Development
- USD Workflow Development
- Procedural Asset Development
- GitHub
- Unity
- Unreal Engine

Education

Gnomon School for Visual Effects
Certificate in Digital Production, 2020

The Pennsylvania State University

B.A. Integrative Arts, 2007

Summary

- Foundational skills in both artistic and technical disciplines allow for effective development of pipeline tools
- Experience leading teams to develop robust rigs for both cinema and gaming application
- Enthusiasm for exploring new techniques and technology that allow me to be more effective
- Knowledge of various of applications, scripting languages and procedural tools helps tailor workflows to employer's needs

Experience

Lead Technical Director - Genies Inc. *2022-2024*

- Developed tools and workflows, including USD development, that significantly improved asset turnaround time
- Trained and led a team to build and improved on new and existing rigs, tools, and authoring techniques
- Designed procedural node networks to increase the number of assets the Art Department was able to produce
- Implemented Blender as both a cost and time saving pipeline tool that also yielded improved results
- Coordinated with production to guide the direction of the department to best achieve the company's vision

Technical Director - Genies Inc. *2020-2022*

- Generated skin weights for avatar models and wearables to a standardized rig for real-time implementation
- Documented workflows and trained new hires in best practices to achieve the company's vision
- Identified issues with existing tool repository and refactored the entire thing to be more modular and scalable

Rigging Instructor - CG Fast Track *2020-Present*

- Attain and apply knowledge of best practices for rigging in Blender
- Develop structured lessons designed to take students from novice Blender users to skilled riggers
- Work closely with the creative director to ensure lessons meet the expected quality

Character Generalist - The Third Floor *2019-2020*

- Modeled, textured, and built scalable flexible rigs for characters with unique requirements
- Worked closely with animators and the lead TD to debug problems and find creative solutions

Creative Director – Steve Addeo Studios *2009 - Present*

- Applied a wide range of artistic styles to all forms of visual and audio media
- Utilized knowledge of fundamentals of artistic principles to tell engaging stories

About Me

The crossroads of the technical and the artistic is where I thrive; finding creative solutions that are as simple as they are robust genuinely excites me. To me, rigging is one of the most crucial pieces of the visual effects pipeline where a model truly comes to life. It is my belief that a beautiful rig makes it easier to create a beautiful animation.