

Stephan Osterburg

London Area, United Kingdom

M +44 (0)7983 744 525

Email: stephan.osterburg@icloud.com

Skype: [stephanosterburg](https://www.skype.com/people/stephanosterburg)

Blog: stephanosterburg.github.io

GitHub: [stephanosterburg](https://github.com/stephanosterburg)

Profile

Computer graphics expert with comprehensive experience in post-production, animation, software engineering and visual effects, and a background in architecture. Project planning and management. Actual proficiency in teamwork and team building, fostering an open team collaboration environment. Mentoring, teaching, and coaching; defining clear direction, expectations, and standards. A keen eye for details. – A lifelong thirst for discovering and learning new skills.

Experience

HEAD OF RIGGING **DNEG Animation** **Apr 2022 - present**

TECHNICAL SUPERVISOR **DNEG Animation** **Jan 2021 - present**

- Research and develop features ask for by shows
- Collaborated with other departments on cross-department issues

SENIOR TECHNICAL ARTIST **IMVU** **Feb 2020 - Mar 2021**

- Created character body and face rigs for game engine (Godot)
- Develop workflow and other tools for Maya (Python/Python API)
- Develop Machine Learning models and workflows for character deformations

CG SUPERVISOR (contractor) **Pixelgun Studio** **Nov 2019 - Jan 2020**

TECHNICAL LEAD (Creature FX) **Framestore** **May 2017 - Jun 2018**

- Spearheaded muscle system workflow initiative to simplify the setup and decrease the overall rigging time
- Developed and implemented a character pipeline to automate the setup process using a combination of a custom Qualoth (FXGear) rig and Python scripts in Autodesk MAYA - "Christopher Robin" (2018)

TECHNICAL LEAD (Rigging) **PDI/Dreamworks Animation** **Sep 2002 - Feb 2017**

- Set creative and technical direction in collaboration with the Department Head
- Conceptualised and implemented deformation pipelines; built robust, foundational prototypes (i.e., Branch from Trolls or Alex from Madagascar 2) used by the team to rig hero, secondary, and tertiary characters
- Developed and implemented toolsets to streamline the setup workflow process and minimise errors
- Coordinated and oversaw technical development and optimisation efforts with other shows
- Managed motion system and body deformations work for the film to satisfy creative and technical requirements while meeting the production schedule
- Co-developed an Art-Directable Dynamic-Hair Shells for Alex in Madagascar: Escape 2 Africa
- Co-developed the muscle system for Hal/Titan in the movie Megamind

Movies: Shrek, Shrek 2, Shrek the Third, Madagascar, Madagascar - Escape 2 Africa, Madagascar - Europe's Most Wanted, Megamind, Mr. Peabody and Sherman, Kung Fu Panda 3, Penguins of Madagascar, Trolls, Larrikins

CG SUPERVISOR/ANIMATOR**Pacific Data Images****Sep 1998 - Sep 2002**

- Served as a VFX and CG Supervisor for national commercials for high-profile clients such as Saturn, Coca-Cola, Kool-Aid, Sega, and monster.com
- Integrated industry tools, such as MAYA, into the animation pipeline
- Worked with R&D to port part of the PDI's proprietary software to Autodesk MAYA
- Movies: Supernova (FX Artist), Mission: Impossible II (Character Technical Artist), A.I. Artificial Intelligence (FX Artist), Forces of Nature (Compositing), Minority Report (Character Technical Artist)

HEAD OF CG DEPARTMENT**Das Werk****Mar 1996 - Jul 1998**

- Established the CG Department to expand the visual effects segment of the business
- Secured high-profile clients with responsibility for bidding, negotiation, and project management
- Assured each project complied with time and budget requirements
- On-set VFX Supervisor and CG Supervisor managing film breakdowns and motion captures, etc.
- Managed multiple teams

Projects: Run Lola Run, Winterschläfer, Siemens - Fantasy for an Age, BMW's VIV / Pave Purple

Additional Experience

- CG Supervisor/Technical Director, FREELANCE, Munich, Germany
- Senior Animator, BIBO TV, Frankfurt am Main, Germany
- Application Consultant, ALIAS, Munich, Germany
- Software Engineer, VIERTE ART, Munich, Germany
- Graphics Operator, A.V. HARTWIG/MULTI VIDEO, Munich, Germany
- Modelling Artist, STEINER FILM, Munich, Germany

Skills

- Languages: German (native), English (fluent)
- Strong mentorship, teamwork, managerial and leadership experience
- Excellent communication, analytical, and organisation skills
- Proven ability to interact with all levels of an organisation, including senior leadership and executives
- Extensive professional experience with a broad technical skillset:
 - Software Development
 - proficient: Python, TensorFlow/Keras, Dask, Pandas, Numpy, scikit-learn, SQL, spaCy, GitHub, Jira
 - moderately proficient: Docker, PySpark, DevOps (AWS, Paperspace)
 - prior experience: PDI Script (proprietary), C, C++, C#, Perl, Ruby, Fortran, Assembly, Basic
 - Software: PDI (proprietary), Maya, Houdini, Unreal, Unity, Nuke, Alias, Wavefront, QUALOTH, Shotgun

Education

- Machine Learning Engineer/Data Scientist Diploma, FLATIRON SCHOOL - April 2019
- Software Engineering Diploma, CONTROL DATA INSTITUTE - December 1989
- Architectural CAD/CADD Diploma, IVM TECHNICAL CONSULTANT - March 1989
- Architectural Draughtsman, ARCHITECT OFFICE BIENERT - March 1984

Achievements

- Co-Authored MEL Scripting for Maya Animators (First Edition) by Mark Wilkins & Chris Kazmier
- Siggraph 2008 presentation: Art-Directable Dynamic-Hair Shells in Madagascar: Escape 2 Africa