

# Marshall Petersen

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## EDUCATION

Bachelor of Fine Arts in Visual Effects with Honors (May 2008)  
Savannah College of Art and Design, Atlanta, Ga.  
GPA: 3.88/4.0  
Dean's List

## PROFESSIONAL SKILLS

### 3D Production Skills:

*Proficient In*

- |            |            |             |
|------------|------------|-------------|
| - Shading  | - Dynamics | - Particles |
| - Lighting | - Rigging  | - Animation |

### Computer Skills:

*Proficient In*

- |             |                |                    |
|-------------|----------------|--------------------|
| - Renderman | - Python       | - Hscript / Hython |
| - Maya      | - Katana       | - PyQT             |
| - Houdini   | - MEL / Mython | - C / C++          |

## WORK EXPERIENCE

**PST**, Sony Picture Imageworks, Culver City, Ca. (2011-present)

Developed pipelines to assist in data management and farm monitoring. Developed tools to aid in stereo production.

- o WOZ: The Great and Powerful (Feb/2012 - present)
- o Men In Black 3 (Jul/2011 - Feb/2012)
- o Green Lantern (Jan/2011 - Jun/2011)

**Technical Artist**, LITE, Lafayette, La. (2008-2010)

Developed production pipeline for studio using open source tools and including python. Created tools to assist artist in production on a per project basis. Supported art team through all phases of production.

**FX Animator**, Artistic Image, Atlanta, Ga. (2007)

Created character animation for various media. Developed motion and look of special effects including smoke, rain and fire. Created lighting effects for renders and composites used in animations, and motion graphics.