

# REBECCA A. FORTH

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## KEY SKILLS

**Software:** Autodesk Maya, Shake, Nuke, Eyeon Fusion, Katana, Pixar's Renderman, Adobe Photoshop, Qube Rendering Management, Adobe After Effects, Motionbuilder, Pixologic Z-Brush, Ptex 3D Paint

**Systems:** Windows XP/Vista/7, Linux KDE/Gnome, Mac OSX

**Languages:** Python, UNIX/tcsh

## WORK EXPERIENCE

**External Assistant Technical Director Industrial Light & Magic, San Francisco, CA** **July 2015 –Present**

- Strip all proprietary plug-ins and material to send to third party vendors from assets and shot work.
- Maintain and troubleshoot automated vendor ingestion processes.
- Ensure all requirements are met for all third party vendor submissions

### Primary Projects:

*Rogue One, Kong: Skull Island* (July 2015- Present)

*The Revenant, Rogue One, The Long Night, 13 Hours* (July 2015-December 2015)

**Resource Assistant, Industrial Light & Magic, San Francisco, CA** **January 2011 –October 2015**

- Updated and wrote tools that were integral the role of the resource assistant to be more flexible and efficient.
- Archived all show assets, and restored older materials for different productions.
- Assisted other Resource Assistants with other productions and questions;

### Primary Projects:

*The Revenant, Rogue One*

*Tomorrowland, Jurassic World, Warcraft* (June 2014-June 2015)

*Transformers: Age of Extinction, Above and Beyond* (June 2013-June 2014)

*Pacific Rim, The Great Gatsby* (October 2011-July 2013)

*Battleship* (August 2011-May 2012)

*Super 8, Pirates of the Caribbean: On Stranger Tides, Cowboys & Aliens* (January 2011-June 2011)

- Worked closely with artists and production staff to provide them with needed resources.
- Sent and received shots to and from the client, outside vendors, production staff and artists.
- Converted images, film footage, and other media according to artistic need and show specific criterion.

**Computer Lab Monitor, University of Colorado Denver, Denver, CO** **August 2009-August 2010**

- Assisted students with computer animation related problems or questions.
- Troubleshoot and maintained computers.
- Maintained motion capture system.

**Lighting & Compositing Intern, Walt Disney Animation Studios, Burbank, CA** **June 2009-August 2009**

- Assigned specific projects that helped encourage the development of new techniques and skills.
- Assigned a professional lighting artist as a mentor. (Paula Goldstein)
- Learned new software, the basic studio pipeline, and worked together with a dedicated team under an Art Director.
- Lighting and compositing artist for a 30 second in-house short film with other 2009 interns.

## EDUCATION

**University of Colorado Denver, Denver, CO**  
Bachelor of Fine Arts-3D Animation, 2010

Animated Short, *A Complex Villainelle*.

- Modeled pipeline to reflect to that of a professional animation studio.
- Worked on short from pre-production phase through post-production.
- Assigned the responsibility of Student Co-Director, Student Art Director, Head Compositor, and Lighting Artist.