

# Josh Hatton

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## Skillset

A rare combination of artistic eye and technical mind. Superb management abilities, strong problem solving skills, and a wealth of experience in all aspects of visual effects.

Deep knowledge of Houdini and Maya, specializing in a wide range of simulations, effects and rendering with Mantra, mental ray and Renderman. Related expertise including other stand-alone applications (Real Flow, Massive, Particle Illusion, etc.)

Excellent compositing skills using Nuke, Shake, After Effects.

Scripting in MEL, Python, C/C+, DOS and BASH terminal.

## Experience

2010 - Present

### **The Mill**

Los Angeles, CA  
310.566.3100

### **Supervisor, Sr. Effect Artist**

Leading entire commercial projects, from initial bid, to on-set supervising, then directing collaborating artists, all the way to finish, often while completing shots simultaneously.

2009-present

### **Hydraulx**

Santa Monica, CA  
310.319.2300

### **Lead Artist, Effects TD**

Manging small team of FX artists for various feature film projects. Involved in development of custom fluid and dynamics tools and flexible effects setups used by junior artists.

2008-2009

### **Asylum FX**

Santa Monica, CA  
310.395.4975

### **CG Supervisor (comercials)/FX Artist (features)**

Supervised commercial projects and assisted as an FX TD for feature productions between spots. Created advanced FX like water and smoke using Houdini and Real Flow.

2005-2007

### **Hydraulx**

Santa Monica, CA  
310.319.2300

### **Lead Artist, Effects TD**

Perfomed effects and lighting on several commercial and feature film projects. Helped create custom tools and shaders, and initiated the revamped 3D pipeline.

2004-2005

### **Rhythm & Hues**

Culver City, CA  
310.448.7500

### **Digital Supervisor, Commercial Division**

Supervised and worked on commercials projects, using third party software and proprietary tools. Set up the commercial pipeline while leading teams of over twenty artists.

2002-2004

### **Stargate Digital**

South Pasadena, CA  
626.403.8403

### **CG Supervisor**

Led mid-sized 3D department, creating CG elements for several concurrent projects. Pipeline development and R&D of new technology. In charge of staffing and scheduling.

2001-2002

### **Barbed Wire FX**

Santa Monica, CA  
310.260.3111

### **Co-Founder/Co-Owner**

Performed various tasks related to running commercial effects boutique. Handled administrative, financial and production tasks (as supervisor and artist) throughout several projects.

## Education

1991-1993, CSU Long Beach

Illustration Major, focusing on painting and design

1989-1991, CSU Northridge

Fine art and undergrad studies

1999, Art Center Pasadena

Graphic design and character animation courses

9/94-12/94, LA Recording Workshop

Certified Recording Engineer