

# Jeremy Eliosoff

## Lighting Technical Director & Shader Writer

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### Skills

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- Proficiency at writing **RenderMan** shaders and working in a RenderMan-based pipeline.
- Proficiency with **Katana** lighting/look dev software and **Maya** and **Houdini** animation software.
- Proficiency with **RenderMan Shading Language**, **python**, **C**, **MEL** (maya), **hscript** (Houdini), **vex** (Houdini), **Houdini Development Toolkit**, **unix shell scripting**. Familiarity with **java**, **C++**.
- Familiarity with **Linux** environments.
- Strong combination of **technical** and **artistic** skills.

### Experience

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August 2013 – August 2014

The Moving Picture Company, Montreal

**X-Men: Days of Future Past (feature film)** – created highly complex volumetric shader system for spawning solar flares from skin surface; procedural rock shader for rock sentinel.

**Cinderella (feature film)** – adapted and applied galss slipper shader.

April 2011 – April 2012

Newbreed Visual Effects, Montreal

**Mirror Mirror (feature film)** – Houdini L-system procedural forest with RenderMan shaders.

**LG Commercial (NYC Times Square billboard animation)** – various shaders.

April 2009 – July 2010

Lumiere VFX, Montreal

**Day of the Triffids (TV movie)** – various RenderMan shaders.

**Story of Earth (TV movie)** – various RenderMan shaders.

March – August 2008

The Moving Picture Company, Vancouver

**The Watchmen (feature film)** – Created custom systems for self-illuminating city lights shader and projecting textures onto fluid (water). Various other RenderMan shaders.

December 2007 – March 2008

EDM Studios, Alberta (remotely from Montreal)

**Landslide recreation for The Frank Slide Interpretive Center (video installation)** - Simulated a landslide using particles, dynamics, volumetric effects in Houdini.

November 2004 – July 2006, October - November 2007

Meteor Studios, Montreal

**300 (feature film)** – Ambient occlusion baking, iridescent cloth shader.

**Final Destination 3 (feature film)** – Various RenderMan shaders.

**10.5 Apocalypse (television special)** – Various RenderMan shaders

**Fantastic Four (feature film)** – Various RenderMan shaders, created system for fake-raytraced reflections from bridge on cars.

Various other projects and shaders.

May – July 2007

Animalia Productions, Gold Coast, Australia

**Animalia (TV series)** - RenderMan stylized shaders for natural materials (grass, water, rock).

June 2003 – November 2004

c. o. r. e. Feature Animation, Toronto

**The Wild (feature film)** – Wrote various RenderMan shaders, including a comprehensive eye shader with procedural iris texture, refraction, and fake caustics.

Worked as a Houdini technical director in lighting, rigging/animation, character finaling.

## Education

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September 2012- April 2013

McGill University, Montreal

**B A in Computer Science and Psychology (incomplete)** -Specializing in human and computer vision. Pursued independent research project with Dr. Thomas Shultz' Laboratory for Natural and Simulated Cognition, created animated graphical representations of artificial neural networks. <https://vimeo.com/album/2397346>

September 2002 - May 2003

Sheridan College, Oakville, Ontario

**Diploma in Computer Animation** - Specialized in MEL scripting.

September 1999 - May 2002

Concordia University, Montreal, Quebec

**Bachelor of Fine Arts, Major in Studio Arts** - Specialized in realistic painting and drawing. Winner of 2002 Mills Purchase Prize.

## Other Interests

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Painting, traveling, artificial neural networks / artificial intelligence.