



POOYA GHOBADPOUR

VISUAL EFFECTS SUPERVISOR

> ABOUT ME

At my core, I am a problem solver. I've watched more than my fair share of DIY videos, but where I truly find my passion is at the intersection of Art and Technology.

I am inspired by all forms of art, although I have formed a particular appreciation for film and media. I am constantly keeping a pulse on the latest technology and how it can change the way we create. I guess it is appropriate that my name is Pooya, which means Explorer.

> CONTACT

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> REFERENCES

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> EXPERIENCE

- + **WALT DISNEY IMAGINEERING** Jan 2016 - Present
VISUAL EFFECTS SUPERVISOR
I am currently the VFX Supervisor for the iconic Spaceship Earth Ride in Epcot. During my time at Imagineering I have worked on many projects in different roles. A few include Look Development Lead on Avatar's Na'vi River Journey, Visualization Supervisor on Lighting McQueen's Racing Academy and Research and Development Partner on AR and VR projects. I also serve as a consultant for creative pipelines and workflows to Imagineering's Tech Studio, including speaking at Disney's Annual Technical Conference called DISGRAPH. I have discussed topics involving realtime attraction visualization and media projection.
- + **SONY PICTURES IMAGEWORKS** Feb 2009 - Dec 2015
LIGHTING/LOOK DEV TECHNICAL DIRECTOR
At Imageworks I served in key production roles of Look Development, Key Lighting and Compositing for both animated and live action films including: *The Angry Birds Movie*, *Hotel Transylvania 2*, *The Amazing Spiderman 2*, *Cloudy 2*, *The Great and Powerful OZ*, *Hotel Transylvania*, *Arthur Christmas*, *ZooKeeper* and *Alice in Wonderland*.
- + **VIRTUAL REALITY/MIXED REALITY CONTENT DEVELOPER** Apr 2015 - Present
FREELANCE
Have been involved in a series of projects including Winning First Prize in OTOY's Render the Metaverse Contest, creating a mobile VR experience for Samsung Gear VR using Unreal Engine, as well as creating a series of educational courses geared toward teaching artists Virtual and Mixed Reality concepts.

> EDUCATION

- + **University of Southern California** Aug 2005 - Dec 2008
MASTERS OF FINE ARTS, CINEMA / ANIMATION
The John C. Hench Division of Digital Arts and Animation is a 3 year program in the Cinema School focused on animation in all its forms. My coursework involved yearly student projects including a Thesis film. I also participated in a 3 month exchange program with Tokyo Broadcasting Systems in Japan.
- + **University of Southern California** Sep 2001 - May 2005
BACHELOR OF ARTS, PSYCHOLOGY
University of Southern California Department of Psychology has among its faculty internationally recognized scholars and one of the most diverse student populations in the United States. My emphasis was in Brain and Cognitive Sciences.

> SKILLS

MAYA



UNREAL ENGINE



LIGHT / LOOKDEV COMPOSITING



DEEP LEARNING



AR/VR/MR



VISUALIZATION

