Steve Palaia

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Software
- Softimage XSI
- Autodesk Maya
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- Adobe After Effects
- Nuke x
- Nuke Studio
- Substance Painter
- Unreal Engine
- Z Brush

Education
Bachelor of Arts degree with a major in Computer Animation.
Rutgers University - 2007

Skills
- Metal fabrication
- Carpentry
- Automotive
- Building Construction
- Mechanically inclined
- Electrically knowledgeable
- Adaptable
- Quality Focused
- Team Focused
- Communication
- Leadership

Experience

Freelance Generalist / Project Lead, Dallas, Tx 2018- present
- Video content production from concept to final encoding for delivery
- Generated look development and visual exploration of abstract concepts through various CG techniques
- Shot and edited video, audio and CG for TV and radio
- Created advanced composites for both live action and CG
- Modeled, rigged, surfaced, and lit various hero characters, props, and environments
- Created motion graphics and special effects
- Post production beauty cleanup of live action models

Director of Virtual Reality Operations, Janimation VR, Dallas, Tx 2016-2018
- Collaborated with CEO and upper management on business strategy and future projects
- Led entire production process from initial concept through final delivery of product
- Designed hardware and user interaction for virtual reality games and experiences
- Created prototypes and final production hardware through various fabrication techniques
- Developed production techniques both for game/software and hardware creation
- Facilitated daily meeting with digital artists, hardware production teams, and electrical production teams
- Assigned daily work goals to team members, managed schedules and deadlines
- Identified and approved new vendors, software, and hardware to achieve job goals
- Created and supervised development of blueprints and design drawings
- Sourced parts and created master parts lists based on design and safety factor criteria
- Supervised game development team
- Managed internal production and external vendor production ensuring accuracy and product quality
- Met with prospective clients and investors, demoed latest company VR hardware, games, and experiences
- Interviewed prospective employees
- Attended trade shows / manned booths to showcase latest hardware and VR game experiences

Creative Director, Janimation, Dallas, Tx 2015-2018
- Acted as voice of art department in client meetings
- Brainstormed and developed ideas
- Led project teams, delegated workloads, managed schedules and deadlines
- Provided creative direction on multi-disciplinary projects
- Developed production techniques and strategies for challenging requests, budgets, and clients
- Imparted expert guidance, feedback, and mentoring to project team members
- Worked within specified deadlines; edited and revised work based on stakeholder feedback
- Assisted in estimating jobs and managing artists

Senior CG Generalist / Project Lead, Janimation, Dallas, Tx 2012-2018
- Responsibilities included project production from previsualization to final encoding for delivery
- Generated look development and visual exploration of abstract concepts through various CG techniques
- Edited Audio, Video, and CG spots for TV and radio
- Created advanced composite trees for both live action and CG shots
- Supervised generalists, animators, compositors, and render wranglers
- Modeled, rigged, surfaced, and lit various hero characters, props, and environments
- Utilized lidar scanning and photogrammetry techniques to 3D create object and environments
- Created motion graphics and special effects

3D Lead, SpeakEasy FX, Westfield, NJ 2008-2011
Project - TV- Sesame Street - Abby's Flying Fairy School
- Modeled and surfaced episode sets, hero characters, and props
- Supervised generalists, compositors, and render wranglers
- Created master composite trees
- Python scripted an automated shot setup utility which sped up production and improved overal quality