

# Greg Mourino

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## Experience

### *Rockstar Games (2025-Present)*

#### **Associate Principal Technical Artist – Performance Capture Tools**

- Support for Performance Capture tools, specializing in support for Post-Capture animation with Giant Apps and Motion Builder
- Maintains existing workflows for high volume data processing while building a new Rez-based workflow
- Support for Stage Capture, troubleshooting and error triage for our suite of pyqt-based tools across windows and linux

### *Skydance Animation (2023-2025)*

#### **Senior Technical Director – Production Technology**

- Core contributor of the “Launchpad” initiative, a new linux-based, houdini-centric, CG pipeline for feature film production.
- Designed prototype cfx, materials and crowds workflows used to publish high volumes of HDAs, shelves, and other artist tools
- Trained TDs on workflow and publishing processes, led the internal Houdini Launchpad usergroup, provided end-user support

### *Pixar Animation Studios (2022-2023)*

#### **Senior Technical Director – Simulation**

- Worked on: “Elemental” (film, 2023), “Dream Productions” (series, 2025)
- Built procedurally generated vegetation assets, and tailored and simulated character garments for hero characters
- Mentored new hires and provided training recordings with practice reinforcement for proprietary technology and team workflows
- Created cloth simulation and animation fixes on hero and crowd shots, rigged scene props, and provided general troubleshooting
- Scripted python and houdini vex-based tools to integrate into existing pipeline, to address gaps in our existing deliverables

### *Valve Software (2021)*

#### **Senior Technical Artist - Contractor**

- Provided skinning, rigging and model fixes on economy items for Dota2, to keep new items within performance limits
- Added real-time cloth dynamics to clothes, hair, beards, and costume parts within the Source engine
- Added ambient and attack ability particle effects for special ‘Immortal’ class weapons and armor
- Worked with internal valve artists to triage and address outstanding issues on contractor-submitted content
- As part of the playtest loop, helped to prototype new features and refine the user experience before shipping them

### *Hwaet (2018-2021)*

#### **Lead Technical Artist - Contractor**

- Created a tree-less character dialogue system for Unity, with hooks for external editors like Google Docs
- Supported external client on the project “Miasma Caves” (2020) for dialogue features and bug requests
- Designed main menu UI, physics prediction, and ambieny fx and weapon fx for “Lanneakea” (unreleased)
- Created an editor multi-instance cloning tool for Unity multiplayer testing, eliminating the need for extra builds

### *Blue Sky Studios (2011-2021)*

#### **Lead Technical Director - Crowds: (2015-2021)**

- Worked on the Films: “Ice Age 5” (2016), “Ferdinand” (2017), “Spies in Disguise” (2019), “Nimona” (Canceled 2020)
- Created and supported the Houdini crowd pipeline/production tools, and evaluated new software/hardware for pre-production
- Created final shot work, sequence layouts, crowd asset rigs, animation cycle processing, animation fixes and rendering pipeline
- Built a retargeting system for joint data as well as post-skeletal cloth simulation on each crowd agent
- Evaluated and implemented new software, hardware, and sim techniques for the pre-production for our films
- Regularly worked with managers and other teams to identify and resolve production bottlenecks, directed team reviews
- Trained new teammates, represented Blue Sky in technical and recruitment talks at Siggraph, CMU and UPenn

#### **Technical Director - Character Simulation & Crowds: (2011-2015)**

- Worked on the Films: “Ice Age 4” (2012), “Epic” (2013), “Rio2” (2014), “Peanuts” (2015)
- Created Cloth simulation, shot-based tailoring for hero & background characters, and trained new artists on workflows
- Created department tools as well as boid flocking, crowd stadium, and near-camera locomotive human simulations

## Talks

- Elemental Characters: The Living Vegetation of Element City - Siggraph 2023
- Animating Crowds for Blockbuster Films - Full Sail University Hall of Fame 2020
- Populating the Crowds in Ferdinand - Siggraph 2017
- You’ve Got a Lot of Friends, Charlie Brown - Siggraph 2015

## Education

New York University - Center for Advanced Digital Applications (2008-2011)

**Master of Science - Digital Imaging and Design: GPA 3.8**

New York University - Steinhardt School of Education (2001-2005)

**Bachelor of Science in Mathematics Education: Cum Laude, Dean’s list, GPA: 3.6**

## Software

CG Software:

- Houdini, Blender, Maya, Nuke, Krita, Photoshop, Premiere, Davinci Resolve, Universal Scene Description

Project Software:

- Shotgrid, Jira, Confluence, Git, Perforce, Rez

Languages and Game Engines:

- Python, C#, pyQT, Vex, PHP, SQL, Unity, Source 2, Unreal