



Paris R. Hall Jr Technical Director & CG Generalist

13 years of experience working in the Entertainment and Scientific Visualization Industry. Experience as department Director, and CG Lead. Extensive experience in pipeline development and tool creation.

EXPERIENCE

www.paris-hall.com
paris@paris-hall.com
914.482.7944

Tech Director || CG Generalist: 21GramsRadScience (2016-Present)

Novartis, Bristol Myers Squibb, Allergan

www.radius-digital.com

- Supervise, Art Direct and Technical Direction of various 2D/3D projects.
- Work on all aspects of project from pitch to final delivery.
- Develop/maintain pipeline tools, explore new technologies and provide training.

Director of 3D || Senior 3D Animator: All Things Media (2013-2016)

Mercedes Benz, Toys R Us, Disney

www.allthingsmedia.com

- Direct team of artists producing Tech Videos for Mercedes Benz USA.
- Develop pipeline for consistent hand-off to various departments.
- Animate and simulate sequences, and set up light-rigs with Supervisors.

3D Scientific Visualizer: theVisualMD (Winter 2010-2013)

www.thevisualmd.com

- Design, storyboard, art direct and lead production of scientific animations.
- Model, rig, animate, light, render and comp shots for broadcast and the web.

Senior Motion/3D Artist: Ogilvy CommonHealth Worldwide (Summer 2009-2010)

www.commonhealth.com

- Produce 3D/2D animations for internal campaigns and advertisements for web/TV.
- Create storyboards, develop animatics and execute final products.

3D/2D Animator and Flash Developer: Tournament1 (2009)

www.tournament1.com

- Develop web and casino games in Flash (AS2/AS3).
- Design, model, animate, render and comp animations.

Photoshop Artist: Blue Sky Studios (Winter 2008)

Ice Age 3: Dawn of the Dinosaurs

www.blueskystudios.com

- Paint digital storyboard panels for feature film.

3D Animator || Production Assistant: Animation Collective (2008)

Speedracer: The Next Generation

www.animationcollective.com

- Promoted to 3D artist.
- Design, model and animate props/sets, vehicles.
- Served as lead render wrangler & coordinator of CG backgrounds.
- Debug, troubleshoot, and track sequences through the entire pipeline.

2D Animator: 8 Hats High Animation (2007)

PSYCHE: The Big Adventures of Little Shawn and Gus

www.8hatshigh.com

- Promoted from intern to 2D Animator.
- Produce and polish in-betweens.
- Composite, and animate Motion Graphics.

SOFTWARE: Windows, Mac, Linux

Maya, 3D Studio Max, Houdini, Blender, Fusion, Nuke, Premiere, DaVinci Resolve, Vray Arnold, PRMan, Deadline, Redshift, Substance Painter, Tyflow, Phoenix, Thinking Particles.

SCRIPTING: Python, Maxscript, MEL, VEX

EDUCATION

BFA in Music Nazareth College of Music, Rochester, NY (Graduated 2006)

Certification in Character Animation Animation Mentor (Graduated 2011)