

John Syracopoulos
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18 years computer graphics experience
5.5 years entertainment industry production experience (film, television, and ~2.5 years in game dev)
7 years enterprise level computer graphic software development experience

Education

- Vancouver Film School 3d animation and visual effects
- University of Akron - Mary Schiller Myers School of Art - drawing and graphic design
- Certified M.O.S 74B Qualification for U.S. Department of Defense Information Systems Analyst

Experience

Autodesk Inc. Toronto, ON (Previously at Media and Entertainment Division Headquarters in Montreal, QC)
Maya Software Development Team - QA Analyst

- Worked within several Maya feature development teams:
 - Toxik/Composite and MatchMover (maintenance, post development)
 - Distributed Simulation pilot team
 - File Referencing and Scene Assembly team
 - Node Editor team
 - File Path Editor team
 - General File I/O, Foundation, and Graphical User Interface team
 - File Referencing team
 - Nucleus Simulation (nParticles, nCloth, nHair) team
 - Bullet Rigid Body Dynamics plug-in team
 - Bifrost FX team
 - Bifrost Procedural Content Creation team
- Investigated and resolved exceptional internal and customer crashes and defects using Scientific Method
- Developed automation tests using Maya's Embedded Language (MEL has a C like syntax) and Python
- Performed defect scrubbing and triaging of incoming defects based upon customer impact, and feature milestones
- Monitored the Maya Beta forum verifying and triaging user defects and establishing workarounds when possible
- Wrote release notes, and assisted the Maya Users Guide documentation team
- Participated in future Maya feature design meetings
- Assisted Autodesk support with client cases
- Wrote script based workarounds for client cases that could not be immediately addressed
- Created screen captured video recordings demonstrating defect workflows, and defect fixes
- Performed big data stress tests gathering processing time and memory usage metrics
- Ran hardware qualification tests on Mac, Linux, and Windows using Apple, Nvidia, and AMD provided hardware
- QA liaison to Apple Computer (logged Mac OS/hardware issues affecting Maya operation on Apples Bug Reporter)
- Monitored Autodesk AREA and CGSociety forums
01/2011-present

Artificial Mind and Movement Montreal, QC (Now Behaviour Interactive)

Particle visual effects artist for Wii, PC, and PSP games

- Visual FX artist: My Sims3, client - Electronic Arts (Wii)
- Visual FX artist: My Sims Sky Heroes, client - Electronic Arts (PS3, XBOX 360, and Wii)
- Visual FX lead: Dantes Inferno, client - Electronic Arts (PSP)
- Visual FX artist: Indiana Jones and the Staff of Kings, client - Lucas Arts (Wii)
04/2008-09/2010

Hypnosis FX Montreal, QC

Senior visual effects artist

- Worked on several international films and a French television show for children titled "PodCats" (France 3)
- 3d modeller for television spot contract with The MILL (Rexona body spray commercial)
- On-location visual effects supervisor for a series of FX shots filmed in Malta for a Russian film production
- Assistant post-production coordinator
- Lighting TD, match-moving artist, and compositor
05/2007-02/2008

Big Bang Digital Studios Montreal, QC

Texture Artist - Generalist - Lighting TD

- Texture and UV artist for "BigFoot Presents, Meteor and the Might Monster Trucks" (Emmy nominated)
- Modeller, Texture and UV artist for "Avram, Midrash Tales" (Animated direct to DVD)
- Lighting TD, Shot Assembly, and Render Wrangler for PBS "Dog Fights Battle Over Guadalcanal"
- Lighting and Rendering TD for Discovery Channels "Mayday" (Miracle Escape, Air France Flight 358)
- Lighting TD and Generalist for "A Dennis the Menace Christmas" film
03/2005-05/2007

Virtual Horizons Inc.

3d animator, technical Director

- pre-production, production, and post-production (both 2d and 3d) for industrial visualization
- Setup 6 node back burner based render farm
06/2004-03/2005

Vancouver Film School Student Project

Final Student Graduation project

- Consolidated research materials, photographs, and reference needed to accomplish my student reel
- Developed complete design bible (concept drawings, orthographic drawings, animatics, storyboards)
- Photographed background plates on location for the integration of C.G.I elements with live action backgrounds
- Produced my student demo reel (modelling, texturing, rigging, lighting, plate integration, rendering, and compositing)
03/2003-03/2004

University of Akron, Design and Development Services

Paid student assistantship multimedia artist for inter-department projects throughout the University

- Operated a distance learning "head end" where I would record, encode, and stream a live broadcast of the campaign management class simultaneously to three other major educational facilities throughout Ohio (Ohio State University, Kent State University, and Central Hower High School)
- Converted, and post the distance learning class footage and material online for student access
- Media 100 assistant editor
- Generalist digital artist (Photographer, 3d modeller, flash animator, and graphic artist)
09/2001-01/2003

Sanctuary Software Multimedia Studios

3d modeller, and production artist

- Developed CD-Rom based content, print advertising material, interactive educational tools, built trade show booth displays, and created websites
09/2000-06/2001

Software

I have been working in computer graphics long enough to be versatile in any new software that is introduced to me. Over the years working in production I have used the usual industry tools, as well as proprietary ones, so I won't bore you with a long list of those tools. I have come to realize though that knowledge in software x and software y has its merits, but real problem solving value in computer graphics is best achieved by understanding the particular problem at hand. Once an artist knows what questions to ask to solve a particular problem, then the tool and technique to implement the solution gradually follows.

In regards to generalized development trends and methodologies I can assure you I am Agile, and can employ LUMA techniques. In addition to that, I comfortably know my way around all major operating systems and am a supporter of free and open source tools. I can script and have programmed using object orientation. I have known my way around Perforce, Code Collaborator, and Jira. Want to throw something my way I haven't used? I'll be up and running in no time!