GRETCHEN M. FREITAG
CHARACTER FX ARTIST

gretchenfreitag@gmail.com
linkedin.com/in/gretchenfreitag
tx.ag/FreitagReel
713.542.0067

EDUCATION

TEXAS A&M UNIVERSITY
MFA Visualization
May 2017. GPA 3.7

BS Visualization
May 2013. GPA 3.15

SKILLS

Autodesk Maya	Houdini
nCloth	Vellum
Renderman	Marvelous Designer
Adobe Creative Suite	Adobe Photoshop
Substance	Mari
Windows	XGen
Unix/Linux	Nuke
HTML/CSS	Unreal Engine
C/C++	Katana

AWARDS

DISNEY ALUMNI SCHOLARSHIP 2015

SIGGRAPH 2015 | *Dailies Contributor*

AFFILIATIONS

ACM SIGGRAPH Member
2011 – 2021

ACM SIGGRAPH SCOOP Team
2016 - 2018

TAMU ACM SIGGRAPH
2011 – 2015

President
2015

EXPERIENCE

BARBIE DREAMHOUSE | *01/2021 - present*
Mainframe Studios | Vancouver, BC Canada
- Learn cloth & fur workflows
- Prepare animation pre-roll for simulation
- Run cloth & hair simulations for various characters
- Post simulation clean-up
- Submit shots for review & applying supervisor notes

FINCH | *12/2019 - 04/2020*
Mill Film | Montreal, QC Canada
- Learning to build complex cloth simulations
- Establish show workflows
- Building & running cloth simulations for various characters
- Create Set-Dressing techanim assets
- Create a template for sculpting cloth assets
- Frame sculpting & cloth matching
- Post simulation clean up
- Preform QC checks on downstream elements & create flags for broken or missing caches

CATS | *02/2019 - 12/2019*
Mill Film | Montreal, QC Canada
- Learn techanim, cloth, and fur workflows
- Promoted to a 'Shot Owner'. Manage a small team of artist complete all techanim elements of a shot
- Establish show workflows
- Assigning & briefing artist on techanim tasks
- Preform QC checks on downstream elements & create flags for broken or missing caches
- Assemble & publish shot & character packages for lighting
- Present techanim QC to supervisor for final approvals
- Facial, body, & cloth tracking with 3D elements
- Master proprietary tools for facial tracking with 3D models
- Frame sculpting. Clean up facial animation & body deformations
- Adding muscle deformations & jiggle simulations
- Building & running cloth simulations for characters
- Preview fur renders in Katana
- Updating & modifying the pipeline packages
- Mentoring junior artists to use the pipeline
- Receive critiques & make appropriate changes on a tight production schedule