

Thomas Hollier
VFX Supervisor | Digital Artist
thomashollier@relentlessplay.com -- 310 463 1327
Native French speaker. US and EU passports.

VFX supervisor and digital artist with a background in feature VFX, real-time content creation, and location-based media design. Depending on the scope of the project, I switch back and forth between hands-on and supervisory roles.

Skills

Extensive knowledge of feature VFX and animation
Digital media design in real-time, interactive, and location-based environments
Creative and technical leadership on one-of-a-kind projects

Relentless Play LLC ----- 02/2015 -> 02/2024

Visual Effects Supervisor, Digital Artist

“Unannounced Attraction” (Mousetrappe / Universal) Supervisor/artist for attraction previz.

“The Chosen” (Angel Studios). Design and build of digital Jerusalem environment.

“Why The Nativity” (Turning Point, Inc.) Design and build of digital Bethlehem environment. Data acquisition and on-set supervision of VFX shots. Shot production to final delivery. Creation and supervision of real time content for LED stage.

“HyperSphere 360 at SeaWorld Yas Island, Abu Dhabi” (Mousetrappe) Visual development digital artist / 360 VR compositing

Walt Disney Imagineering ----- 02/2015 -> 02/2021

Visual Effects Supervisor, Digital Art Director, Media Designer

“Web Slingers: A Spider-Man Adventure” (California Adventure)

“Antman and the Wasp Nano Battle” (Hong Kong Disneyland)

“Flight of Passage” (Animal Kingdom)

“Voyage to the Crystal Grotto” (Shanghai Disneyland)

“Matterhorn” (Disneyland)

Walt Disney Animation Studio ----- 04/2014 -> 09/2014

“Big Hero 6” (Lighting and Comp Artist)

Sony Pictures Imageworks ----- 07/1996 -> 12/2013

Computer Graphics Supervisor, Lighting Lead, Technical Director

Production work:

“Cloudy With A Chance Of Meatballs 2”, “Hotel Transylvania”, “Arthur Christmas”, “Cats and Dogs 2”, “Cloudy With a Chance Of Meatballs”, “Hancock”, “Ghost Rider”, “Open Season”,

"50 First Dates", "Seabiscuit", "Anger Management", "Stuart Little 2", "Hollow Man", "Patch Adams", "Godzilla", "Starship Troopers"

Pipeline and Development work

Developed plugins for Katana, prototype of graphical node-based shader authoring tool, taught shader writing class, led shader writer group, participation in maintenance and development of production pipeline

Software

Unreal, Maya, V-Ray, Nuke, Unity, Katana, Touch Designer, Houdini, Arnold, Shotgun, RV, Photoshop, Premiere, Python, Java.

Education

Bachelor of Art in Film Production, San Francisco State University, 1989

References

Joe Rohde, Creative Director, Walt Disney Imagineering
Amy Jupiter, Executive Media Producer, Walt Disney Imagineering
Anjelica Casillas, Digital Arts Studio Manager, Walt Disney Imagineering
Doug Ikeler, Visual Effects Supervisor at Sony Pictures Imageworks