

Jack Zaloga

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Experience	12/11 - 04/16	Method Studios	Santa Monica, CA
		Lead Visual Effects TD	
	06/10 - 07/11	Cinesite	London, UK
		Visual Effects Technical Director	
	11/07 - 03/10	Method Studios	Santa Monica, CA
		Visual Effects Technical Director	
	09/07-12/07	Side Effects Software	Santa Monica, CA
		Intern	
		- Conducted product testing for 9.0 release of Houdini. Taught intro courses.	

Skills

Fluid/Volume and RBD simulation, particle effects, custom SOP solvers, procedural modeling and animation, scripting and VOP shader creation

Software

- Houdini, Nuke, Maya, PFTrack, Unity, Adobe Suite

Languages

- Python, Hscript, VEX, C#

Education

University of Michigan School of Art and Design, Ann Arbor, MI

- Graduated 2004 Summa Cum Laude, Bachelor of Fine Arts with a concentration in Digital Media. GPA: 3.80

Credits

2011 - 2016

Hercules

Divergent

The Hunger Games : Catching Fire

Iron Man 3

Wrath of the Titans

Features

Into the Storm

Robocop

Jupiter Ascending

Thor : The Dark World

Beautiful Creatures

Commercials

Game of War : Decisions / Reputation

GE : One Day / What Would Happen

Direct TV : Troll

Game of War : Who Am I

KIA : Space Babies

Halo : The Commissioning

2008 - 2011

John Carter of Mars

Friday the 13th

Tree of Life

Features

Nightmare on Elm Street

Battle for Milkquarious - Short

W.

Commercials

Coke Zero : Do-over

Bridgestone : Deal / Whale / GPS

Dubai Travel Ministries

Spontex : Shower / Hairdryer

The Ladders : Monsters

Mighty Dog : Lions

Washington Mutual : Hair / Salt Flats / Human Bowling Ball / Kangaroo

AT&T : Leaders

Yahoo : Launch

Pepsi : Pass

Scotts : Songbirds

Audi A4 : Living Room - VES nomination

Honda Pilot For Web