

Matthew Benson

Senior Technical Artist

CONTACT INFORMATION

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TECHNICAL PROFICIENCIES

Proficient Languages

Python

Vex / HScript

C++

C#

MEL

Bash/Shell

Unix

Proficient Software

Houdini

Unreal Engine 5

Maya

Presto (proprietary)

Nuke

Unity

Katana

PROFESSIONAL EXPERIENCE

SYNTHESIS AI 2021 - NOW

Character Creator // Senior Technical Artist // 2024- Present

Reworked our human generation to be 25x faster, and use half as much memory. The new Character Creator also allowed our characters to be compatible across a wide range of software packages, all while increasing the variety and diversity of our humans compared to previous versions while still delivering the data rich assets our clients needed for ML Training.

Pipeline 2.0 // Senior Technical Artist // 2021- 2024

Took on the role of updating our company's workflow from a single monolithic file into a modular USD-based system. The new system leverages Solaris heavily. This transition made the workflow more artist friendly while helping our company deliver content faster to a much wider range of clients.

PIXAR 2015 - 2021

Onward and Toy Story 4 // TD // 2020

Developed a new hero vegetation simulation pipeline centered around Houdini and USD. Adopted for Toy Story 4 with plans to use and expand upon it for all future shows. Work encompassed all aspects from start to finish: backend file management, developing artist friendly tools, technical and artistic R&D, interfacing with other departments, technical documentation, assistance in training other TDs, and finally the roll out of the new system.

Incredibles 2 // TD // 2018

Created a set of tools for sim artists to use on a per shot basis for all of the teleporting effects in the film. The tools focused on ensuring the animation and cloth would remain 1:1 when characters passed through a portal.

Developed a pipeline for the FX, Crowds, and Sets departments to easily install debris layers into shots for the Underminer sequence.

Additionally, executed a wide range of shot specific simulation work.

Finding Dory, The Good Dinosaur and Inside Out // Resident TD // 2015 - 2016

Executed shot based work, while learning Pixar's pipeline. Had broad exposure to various departments, including Sets, FX, and International.

AWARDS & ACCOLADES

Houdini Hive Guest Speaker // Toronto // 2024

Was invited by SideFX to give a presentation with my colleague about our work on creating fully rigged humans procedurally for use in synthetic data products.

Disgraph Guest Speaker // Pixar // 2019

Invited to present at Disney's internal tech conference as a guest speaker to demonstrate the new vegetation pipeline.

Outstanding Academic Achievement School of Digital Media // SCAD // 2015

One of only two recipients of the 2015 School of Digital Media's Outstanding Achievement Award, given for exceptional work in their major