



JOSH MEISTER

VFX Artist

CONTACT



574.271.9973



joshwmeister@gmail.com



Burbank, California

EDUCATION

B.S. in Computer Graphics
Technology: Concentration in
Animation & Spatial Graphics
Purdue University, Indianapolis
May 2023
GPA: 3.991

EXPERTISE

- PROFICIENT IN HOUDINI, NUKE, MAYA, BLENDER, SUBSTANCE SUITE
- WRITING CUSTOM TOOLS AND SOLVERS
- PYTHON, VEX, OPENCL
- COMPOSITING
- PROCEDURAL MODELING
- LOOK DEVELOPMENT

AWARDS

- JOHN G. WILLIAMS SCHOLARSHIP | 2022
- IUPUI CHANCELLOR'S SCHOLARSHIP | 2019-2023
- IUPUI HONORS COLLEGE | 2019-2023

PROFILE

I have been passionate about visual effects since I was young, and I spent my youth learning everything I could about the field. As an adult, I have specifically dedicated myself to the technical side of graphics and VFX, learning advanced workflows and techniques from industry professionals at NASA, Disney, and Pixar, alongside my own personal research.

EXPERIENCE

DISNEY EFFECTS APPRENTICE (MOANA 2) | 2024

WALT DISNEY ANIMATION STUDIOS | Burbank, CA

- Completed shots covering a range of topics, including water, storm volumetrics, and magical effects
- Used VEX and OpenCL to create visualization and simulation tools that were used by a number of artists throughout the making of the film, saving hundreds of hours of rendering downtime and allowing artists to iterate quickly and efficiently

3D SCANNING TECHNICIAN | 2023

CONNECTIONS XR (NOW ZNYTH TECHNOLOGIES) – SCANNING FOR THE WHITE HOUSE HISTORICAL ASSOCIATION | Washington, DC

- Used structured-light scanning technology to capture historical items and rooms within the White House for “The People’s House” immersive exhibit
- Worked with strict deadlines and tight security
- Created automated workflow to convert and process reference data for seamless organization and use by the team

PIXAR UNDERGRADUATE PROGRAM INTERN | 2022

PIXAR ANIMATION STUDIOS | Emeryville, CA

- Learned from talented artists in each of Pixar’s major technical direction departments
- Served as lead FX TD for a short film created with fellow interns
- Created and presented a research project exploring new techniques for solving large surface bubbles in FLIP simulations

PSYCHE INSPIRED INTERN | 2021 – 2022

NASA & ARIZONA STATE UNIVERSITY | Remote

- Created promotional artwork to inspire the public about NASA and ASU’s Psyche mission
- Met with the Psyche spacecraft team to discuss the projects and learn more about the Psyche mission

3D ENVIRONMENT GENERALIST | 2020 – 2022

IUPUI UNIVERSITY LIBRARY | Indianapolis, IN

- Served as lead environment artist on several educational VR projects
- Utilized procedural modeling techniques to enhance workflow flexibility
- Optimized models for mobile VR headsets