

Tommy Schatz-Thompson

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Netflix

Lead Rigger (*Wendell and Wild*) 2021 - Present

- Manage department special builds including scheduling, budget, design, fabrication, and departmental collaboration
- Design and build rigs using a range of tools, machinery, and software for manual and motion-control applications
- Work with the rigging APM to manage the rigging department's budget and shop's inventory

Animax Designs Inc

Planning and Strategy Manager 2020 - 2021

- Created the Planning and Strategy department who was responsible for all scheduling and resourcing
- Developed a scheduling system from the ground up utilizing Microsoft Projects and Teams
- Collaborated closely with department heads and figure leads to maintain the projects' timelines and needs
- Clients included Universal Studios, Disney Imagineering, Weta Workshop, and Pixar

Technical Design Manager 2019 - 2021

- Collaborated directly with the Vice President of Operations to create the Technical Design Manager position
- Managed complex animatronic and puppet builds from cradle to grave including design, assembly, and installation
- Created conceptual designs and build plans for each figure while maintaining build documents
- Created bids for potential projects outlining designs, timelines, resource needs, and probable difficulties
- Oversaw \$20 million in technical assets from initial design to on-site installation

Assembly Technician 2018 - 2019

- Assembled highly complex mechanical robotic structures and puppets to the client's technical specifications
- Integrated each mechanism with the animatronics' cosmetic "figure finish" (skins, foam, furs, costumes)
- Managed installation of figures at various sites including *Harry Potter World* at Universal Studios and Disney Land

BBC / Bento Box Animation

Animatronic Head Mech Designer/Fabricator (*Moon and Me*) 2018

- Designed and fabricated animatronic puppet head mechs utilizing machining, laser cutting, and 3D printing
- Maintained the look of show and character traits while maximizing range, action, and ability of character
- Molded and cast master sculptures, cast fiberglass head shells, integrated animatronic head mechs

LAIKA

Rigger (*Missing Link*) 2017 - 2018

- Built rigging apparatus and mechanisms providing movement, stability, and ease of for puppets and props
- Quickly fabricated shot and character specific components
- Designed rigging kit components creating CAD models and drawings using Autodesk Inventor
- Prototyped/produced parts using 3D printing, machining, laser cutting, welding, silicone casting, and water jet operation

Jr. Metal Fabricator (*Missing Link*) 2017

- Mig/tig welded steel deck animation tables, foliage armatures for landscapes, and studio facilities projects
- Designed and fabricated builds using CAD modeling, welding, machining, and metal finishing techniques
- Assist stages with large scale mechanical builds and rigging

Machinist (*Kubo and The Two Strings, Missing Link*) 2014 - 2017

- Machined armature, rigging, and motion-control parts and kit items operating a Haas VF-1 CNC Mill
- Manually machined production runs of parts using mills, lathes, tapping machines, and tumblers
- Designed, prototyped, and tested new rigging and motion control components

Bent Image Lab

Animator / Generalist 2012 - 2014

- Animated on television specials, commercials, and digital shorts
- Fabricated sets, models, props, puppets, armatures, and animation tables
- Provided rigging, animatable features, assistance to animators, set-dressing, and look-development

Kate Bush's *Mistraldespair*

Director / Production Designer / Animator (*Mistraldespair*) 2011

- Hired directly by Kate Bush to create a music video for her song "Misty" from her album "50 Words For Snow"
- Worked onsite at Abbey Row Studios and Kate Bush's personal studio

Awards: High Strung (2011) Stop-Motion Short, 13 min.

- "Most Promising Filmmaker" SPIFF 2012, "Best Animation" NWCOFF 2012, "Best Animation" BEFF 2011

Education: Bachelor of Arts, 2010 - Evergreen State College, Olympia, WA: Stop Motion Production/Media and Film Studies