Zachary Breene

PIPELINE TD & COMPOSITOR

CONTACT

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LINKS

PORTFOLIO | zachbreene.com

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EDUCATION

Savannah College of Art & Design

Master of Fine Arts, Visual Effects

- Expected March 2028 · GPA 4.0/4.0

University of Rhode Island

Bachelor of Arts, Computer Science

Bachelor of Arts, Film/Media

- May 2024 · GPA 3.80/4.0
  - Summa Cum Laude

SKILLS

CODING LANGUAGES

- Python
- C++
- Rust
- HTML
- CSS
- Java
- JavaScript
- PHP

SOFTWARE/APPLICATIONS

- Autodesk Maya
- Unreal Engine 5
- SideFX Houdini
- Foundry Nuke
- Adobe Photoshop
- Substance 3D Painter
- Blender
- Adobe Premiere Pro
- Adobe After Effects

TECHNICAL SKILLS

- Pipeline Automation
- Procedural Texturing/Shaders
- 3D Box + NURBS Modeling
- Digital Compositing
- Machine Learning

PROFESSIONAL SKILLS

- Technical Problem Solving
- Strong Communication
- Cross-functional Team Collaboration

PROFILE

What first started as a career push into Computer Science quickly merged into an aspiration to work behind the computer on feature-length films, short films, television, and the gaming industry. I have a distinct passion to help creative minds and artists bring their ideas to life with the power of cutting-edge software and machine learning tools, and wanted to find a way to bridge my coding knowledge with that passion for helping creative minds. That motivation lead me to Savannah College of Art & Design, where I intend to learn what it takes to be a Pipeline TD, and Compositor in the Visual Effects industry.

JOB EXPERIENCE

Video & Sound Editor / Production Assistant Jan 2024 – Sep 2025

RI College Institute for Education in Healthcare

- Managed post-production workflows; edited training and interview videos in Premiere Pro; improved audio clarity and pacing for educational content.

Front Desk Intern & Video Editor Sept 2021 – May 2024

University of Rhode Island Hillel

- Produced promotional campaigns and social media videos supporting community outreach and event attendance.

PROJECT EXPERIENCE

Newton's Cradle Generator — Maya · Python · Arnold

- Procedurally generated a 3D Newton's Cradle inside Autodesk Maya utilizing custom text geometry on mechanical keycaps via a Python-scripted UI.
- Solved physics animation challenges using sine wave math and clamping expressions; automated Arnold batch sequence rendering.

Cocktail Bar Still Life Anim — Houdini · Maya · Blender · Karma

- Created a photorealistic still life environment, modeling core assets in Maya and Blender and rendering via Karma.
- Developed procedural textures and particle systems in Houdini to generate realistic liquid condensation and a dynamic candle flame.

LLRBBST Algorithm — C++

- Engineered a Left-Leaning Red-Black Binary Search Tree from scratch for optimized data sorting and retrieval.
- Implemented advanced node balancing logic and memory pointers to maintain strict logarithmic time complexity under heavy data loads.

Rust Universal Machine — Rust Programming Language

- Co-authored a 32-bit Universal Machine emulator, successfully processing segmented memory execution arrays.
- Optimized after creation to perform tasks at much greater speeds.

Gone Zombie (Short Film) — Adobe Premiere Pro

- Served as Lead Editor and Script Supervisor, collaborating directly with the director to deliver a polished final cut for exhibition.