

Harry Porudominsky

Creative Technologist

310.849.6153
harry@supamonke.com
www.supamonke.com

Profile

As a creative problem solver and storyteller, my aim is to apply my years of experience and expert technical knowledge in animation, design, technology and production to create innovative content, products and experiences to delight audiences with a collaborative and hands-on approach.

In the innovation labs for DIRECTV and AT&T, I led and developed prototyping, product development, research and strategy projects in diverse areas, such as VR/AR, entertainment and connected mobility. My background as a character animator and generalist on feature films, video game cinematics, television, commercials and more has given me a deep understanding of narrative and complex pipelines. Curiosity has led me to a diverse set of skills, which finds me as likely to be designing, animating, coding, soldering, or mentoring my team.

Skills

- Wide technological skill set, personally delivering projects using: Maya, Modo, Photoshop, After Effects, Illustrator, Premiere, Touchdesigner, Unity, Framer, Arduino, Raspberry Pi, Powerpoint, Keynote and more.
- Creative who has directed, designed and led teams to create video, print, interactive and experiential products
- Expert 3d animator and generalist in Maya and Modo with credits in feature films, television, video games, interactive and commercials for major studios and brands and a deep understand of all aspects of CG animation production from storyboard to final edit.
- VR/AR/MR/XR -- Created many projects in this space, as well as research into methods and applications. My team at DIRECTV and AT&T was the resource that company executives, including at the C-level, tapped to introduce, explain and recommend
- Experienced in ideation and innovation to create business solutions with a human-centered design thinking approach based on research and personas
- UI/UX design through effective use of wireframes and testing
- Comfortable with hardware and coding for Arduino/Particle/Raspberry Pi to interface with computers and networks, the cloud, LED's, IR, NFC, cameras and other sensors.
- Dev management experience in: Python, Javascript, C#, HTML, CSS, MEL, Lua
- Native Spanish speaker

Experience

Shadow Estate / Co-Founder

2017 - PRESENT / LOS ANGELES, CA

- Directed, managed and produced projects to create innovative and beautiful solutions for my clients leveraging my proficiency in animation, video, design and app development
- Handled business, networking and client relationships as co-founder
- Directed and animated videos for startups like Wasted, where I used live action and CG to explain their concept to customers, investors and municipalities
- Produced, shot and animated videos for social media and product education

AT&T / Senior Manager

2015 - 2017 / LOS ANGELES, CA

- Research and analysis in content innovation, business strategy and acquisition
- User Experience design for next generation entertainment (VR/AR, OTT)
- Collaborated with AT&T Foundries and technical teams delivering prototypes and research into entertainment technology, AR/VR, 360° video/spatialized audio, autonomous and connected mobility

DIRECTV / Manager, Digital Ideation

2012 - 2015 / LOS ANGELES, CA

- Technical and creative lead in the Video and Immersion Studio at DLAB, DIRECTV's innovation lab
- Managed and collaborated with cross-functional teams generating creative projects and prototypes to solve and explore business and technical challenges on short schedules with limited resources
- Explored and applied technical approaches in design, software and hardware, including gesture recognition, gaze tracking, VR/AR and computer vision
- Developed experiential prototypes, providing stakeholders and engineers a clear understanding of a final product without requiring extensive engineering; e.g. the WhiteBox, a prototyping platform designed to quickly iterate on innovation in entertainment technology and content
- Educated company's executive leadership as an in-house AR/VR expert
- Pitched, produced and developed product, content and media ideas as part of studio team, including BKB VR, the first VR boxing viewing experience on the GearVR
- Presented pitches, analysis and demonstrations of projects to all levels of company and lab guests, as well as at public events like SXSW and MathX

Freelance Animator

2002 - 2012 / LOS ANGELES, CA

Mirada Studios/Motion Theory

Fantasyland / Disney / App - Layout, Camera, Character Animation

Summertime / Prevacid / Commercial - Character Animation

I Will / Target / Commercial - Technical Direction, Layout, Character Animation

Building a Better Bullseye / Target / Commercial - Layout, Camera, Character Animation

Buck

Android Animation Studies / Google / Animation Design - Character Animation

Hydrogen Whiskey Studios

Star Wars Kinect / Microsoft Studios / Video Game Cinematics - Character Animation

Rhythm and Hues

Star Wars Kinect / Microsoft Studios / Video Game Cinematics - Character Animation

Sony Pictures Imageworks

Green Lantern / Warner Bros / Feature Film - Character Animation

Zoic Studios

Falling Skies / TNT, Dreamworks / TV - Character Animation

23D Films

Sports Science "Golf" and "NASCAR" / BASE Productions / TV - Animation, Cameras

Super 78 Studios

Donkey Live! / Universal Resorts, Dreamworks / Theme Park - Character Animation

Arconyx Animation Studios

Unnamed Jackie Chan Project / Feature Film Previs - Layout, Previs Animation

Snoot Entertainment / Menithings

Johnny and the Dream Machine / Short Film/Feature Pitch - Character Animation

Bunraku / Feature Film - Modeling, Layout, Character Animation

Battle for Terra / Feature Film - Previs, Modeling, Layout, Character Animation

Amalgamated Pixels

Without a Paddle 2 / Paramount / Feature Film - Character Animation

Brain Zoo Studios

Destroy All Humans 3 / THQ / Video Game Cinematics - Character Animation

GigaPix Studios

Junkbots / TV Pitch - Modeling, Rigging, Layout, Character Animation

Hope Canyon / Feature Pitch - Modeling, Rigging, Layout, Character Animation

Twilight / TV Pitch - Modeling, Rigging, Layout, Character Animation

Merril-Lynch 2004 Executive Meeting / Presentation - Modeling, Rigging, Character Animation

Savage Frog!

Jungle Book / Walt Disney TV / TV Pilot - Character Animation

Radium

Linkin Park "Pts.of.Athrty" / Music Video - Modeling, Layout, Character Animation

Strange Engine

Spiderman Movie Soundtrack “Hero” / Music Video - Modeling, Layout

Star Trek Enterprise “Desert Crossing” / Paramount / TV - Animation, VFX, Compositing

Education

University of Florida / BA

GAINESVILLE, FL

BA in Business Administration (BABA)

Specialization in Photojournalism

Animation Mentor / Certificate

ONLINE

DAVE School / AA

ORLANDO, FL

Patents & Awards

AT&T Entertainment Group Groundbreaker Award

2016 / AWARD

DIRECTV Inventor Award

2016 / AWARD

DIRECTV DEPG Groundbreaker Award

2015 / AWARD

DIRECTV Inventor Award

2016 / AWARD

Method of Capturing and Sending Content-Based on User Location

2016 / PATENT

Method of Sharing Vehicle Control

2016 / PATENT PENDING