Harry Porudominsky

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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, as a manager, prototyper and researcher, 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 creating 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 understanding 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 experience in: Python, Javascript, C#, HTML, CSS, MEL

— Native Spanish speaker

Experience

Shadow Estate / Co-Founder
2017 - 2018 / 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, produced, shot and animated social media, product education and explainer videos for corporate clients

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 and user experience, AR/VR, 360° video/spatialized audio and autonomous/connected mobility

DIRECTV / Manager, Digital Ideation
2012 - 2015 / LOS ANGELES, CA

- Technical and creative lead - Video and Immersion Studio / DLAB, DIRECTV's innovation lab
- Managed and collaborated with cross-functional teams generating creative projects and prototypes to explore and solve 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 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 project demonstrations to all levels of company and lab guests, as well as at public events like SXSW and MathX

Freelance Animator
2002 - 2019 / LOS ANGELES, CA

Framestore
Marvel Playmoji / Google / **App** - Character Animation
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 - 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 & Honors

AT&T Entertainment Group Groundbreaker Award
2016 / AWARD

DIRECTV Inventor Award
2016 / AWARD

DIRECTV DEPG Groundbreaker Award
2015 / AWARD

Shared control of vehicle functions (US10180682 & US10942034)
2019/2021 / PATENTS

Method of Capturing and Sending Content-Based on User Location (US9380422B1)
2015 / PATENT

Fox Innovation Lab Hololens Hackathon
2016 / PARTICIPANT

Portfolio and reel available at www.supamonke.com