MAX GOOD

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EXPERIENCE

Miris/Illuscio — Culver City, CA

Assets Technical Director — *Jun 2024 - Oct 2026*

Supervising Image Processing Specialist — *Aug 2022 - Jun 2024*

Imaging Specialist — *Mar 2021 - Aug 2022*

- **Developed and managed photogrammetry and LiDAR pipelines** for real-world and simulated objects and environments, producing dense point clouds, meshes, Gaussian splats, NeRFs, proprietary formats, and static/animated volumetric captures
- **Created and implemented 3D asset optimization pipelines** across Houdini, Maya, Blender, and ZBrush, enabling production artists to efficiently resolve geometry, UV, texture, and material issues
- **Developed USD/USDZ workflows** for material and rendering compatibility and optimized geometry for interactive 3D visualization
- **Built automated 3D asset validation and QA tools** to identify geometry, material, and reconstruction issues, improving consistency and reducing manual review
- **Partnered with engineers** to design, test, and refine point cloud editing, 3D reconstruction, and asset processing tools
- **Led four imaging specialists** overseeing reconstruction quality, workflows, and delivery
- **Led seven artists** testing, evaluating, and showcasing Miris's reconstruction technology through demo assets

Warner Bros. Entertainment — Atlanta, GA

VFX Production Assistant — *Jan 2021 - Mar 2021*

- **Led prop photography and reconstruction** employing photogrammetry models for feature film, *The Conjuring 3*

Experius — Culver City, CA

3D Artist — *Jun 2019 - Nov 2019*

- **Photographed and reconstructed** a virtual surgery room at the Cleveland Clinic for a training simulator

Emblematic Group — Culver City, CA

3D Artist — *Nov 2018 - Dec 2018*

- **Enhanced photogrammetry** of interiors and reflective objects for *Voyager, an AT&T Sponsored VR Experience* using normals, bumps, polarized lighting, and volumetric data

xRez Studio — Santa Monica, CA

Intern — *Sep 2016 - Aug 2017*

- **Enhanced cultural heritage photogrammetry** models for *Blueplanet VR Explore*
- **Refined panoramas** for the Cartier Mansion virtual tour and National Ignition Facility

AWARDS & INVENTIONS

- **U.S. Patent Inventor:** Inventor on 25 granted U.S. patents in 3D imaging and point cloud technology; sole inventor on 18
- **Award-Winning Immersive VR Experience:** Enhanced photogrammetry for *Tutankhamun: Enter the Tomb Immersive VR Experience*, winner of Lumiere and Telly Awards and nominee for the PGA Innovation Award
- **USC Undergraduate Symposium Award:** Contributed 20+ photogrammetry models to an award-winning virtual museum of Catalina Island artifacts
- **Feature Film Contribution:** Produced 20+ photogrammetry models used in the final cut of Warner Brothers' *The Conjuring 3*

EDUCATION

- **University of Southern California**, School of Cinematic Arts — Los Angeles, CA

  B.A. Animation and Digital Arts — *May 2021*

SKILLS

- **3D Capture & Reconstruction:** RealityScan (formerly Reality Capture), Metashape, 3DF Zephyr, COLMAP, Meshroom, Cyclone, VXelements, CloudCompare, LiDAR, Gaussian Splatting, NeRFs, Volumetric Capture, proprietary software
- **3D Modeling & Texturing:** Houdini, Maya, Blender, ZBrush, Substance Painter, Mudbox
- **3D Pipelines & Rendering:** PBR, OpenUSD, MaterialX, USD Preview Surface, NVIDIA Omniverse, RenderMan, Karma
- **Real Time & VR/AR:** Unreal Engine, Unity, PTGui, C#, C++, proprietary engine
- **Imaging & Compositing:** Nuke, Photoshop, Premiere, Capture One, After Effects