

John Oleniacz

3D Character Technical Director & Generalist

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Education

Bachelor of Fine Arts: Animation

Savannah College of Art and Design

- Summa Cum Laude
- Graduated May 2025

Work Experience

Apple

Specialist, 10/2025 - Present

- Delivered exceptional customer service in a fast-paced environment, consistently balancing technical concepts with clear communication
- Selected to communicate team-wide updates and support internal alignment across multiple shifts as Wellness Champion
- Took ownership of time-sensitive responsibilities, including coordinating and delivering team communications when needed
- Adapted quickly between customer-facing support and internal team responsibilities
- Built trust with both customers and teammates through reliability, receiving and providing feedback, and attention to detail

This Is How We Roll

Animator & Motion Designer, 11/2020 - 01/2021

- Designed and animated the title sequence for a documentary with Cinema 4D and Redshift
- Worked closely with the Director and responded to feedback

All Around Creative

Editing Contractor, 09/2021 - 10/2021

- Edited footage in Adobe Premiere Pro for client's needs with many video and audio layers
- Addressed feedback from Audio/Video specialist

Collaborative Experience

Croaked!

05/2024 - 06/2025

- Produced the film using Autodesk Shotgrid, and earned an honorable mention for Best Producer by Assurdo Film Festival
- Official selection and Best Animated Short winner of several industry-recognized film festivals
- Rigged and troubleshooted 3 cartoony characters with a proprietary stretchy eye system, blendshapes, node trees, and set-driven key
- Animated 3 shots with constraints toggling several times between up to eight character rigs
- Lit scenes with Maya and Arnold, composited shots in Nuke, and color graded the film with DaVinci Resolve

Pain D'épices

11/2024 - 01/2025

- Rigged the main character for motion capture and animation using a node-based FK/IK switch
- Authored deformations that serve the film's realistic style

Disarmed

03/2024 - 06/2024

- Rigged two robotic characters, one with six detachable limbs
- Implemented FK/IK switches and detachable components with efficient node networks and direct connections
- Supervised all rigging as the film's Character TD

Skills

3D Character Rigging - Hair/Cloth Simulation - 3D Character Animation - Scripting - 3D Modeling - Producing - Graphic Design
Problem Solving - Time Management - Organization - Critical Thinking - Leadership

Software

Autodesk Maya - SideFX Houdini - Foundry Nuke - Python - Autodesk Shotgrid - Maxon ZBrush - DaVinci Resolve - Adobe Substance Painter
Adobe Photoshop - Adobe Premiere Pro - Adobe After Effects - Adobe Illustrator - Procreate - Microsoft Office Suite

Memberships

ACM SIGGRAPH - Rigging Union - Animation Producers Guild - Themed Entertainment Association

Achievements & Accolades

- Best Producer (Honorable Mention) - Assurdo Film Festival, "Croaked!" - 06/2025
- Best Animated Short - One Reeler Film Competition, "Croaked!" - 07/2025
- Adobe Certified Professional in Visual Design Using Adobe Photoshop - 07/2023
- SCAD Dean's List - 09/2021 - 06/2025

