

## EXPERIENCE

9/2014-2/2015	<b>Senior Software &amp; Solutions developer for Films/Games, Autodesk</b> Design, develop, test, and deliver custom software solutions to fulfill the client requirements. Work with product development teams to integrate custom-built technology into Autodesk's core applications whenever possible.
2010-2014	<b>Freelance Senior Software Engineer &amp; VFX Artist, OzerFX</b> Scripting, Character & Creature Rigging, 3D Modeling, Texture & Shading, Production Assistance, Database Programming, Web-design
2005-2006	<b>Senior Software Engineer, Hypnos-Entertainment</b> <ul style="list-style-type: none"><li>▪ <b>Lord of the Rings: the Return of the King</b> (PC, NGC). Responsible for core graphics code, cross-platform UI scripting language, E3 replay mechanism, water ripples and reflections</li><li>▪ <b>Lord of the Rings: The Two Towers</b> (NGC) Responsible for screen-buffer effects (motion blur, heat haze, rain), particle systems, shadow volumes</li><li>▪ <b>XMen-The Official Game</b> (NGC) Responsible for 3D graphics code, shaders, particle systems, and full-screen buffer effects (motion blur, heat haze, mesh distortion, bloom)</li></ul>
2002-2003	
2000-2002	<b>Senior Software Engineer, Konami</b> <ul style="list-style-type: none"><li>▪ <b>Frogger's Great Adventure</b>: Responsible for cross-platform graphics libraries: PC, Xbox, PS2, GameCube, including support for fully articulated smooth skin animations. Also responsible for all PS2 dual-pipeline VU programming.</li></ul>
1997-1999	<b>Senior Software Engineer, Electronic Arts</b> <ul style="list-style-type: none"><li>▪ <b>Tiger Woods Golf</b>: Responsible for maintaining and enhancing the 3D course creation and conversion tools for PC and Playstation</li></ul>
4/1997-11/1997	<b>Studio Tools, Pixar</b> <ul style="list-style-type: none"><li>▪ <b>A Bug's Life &amp; Toy Story 2</b>: Responsible for unit and production setup scripts, OMF related tools and delivery scripts, auto-recording scripts, global lighting scripts, support for model relative articulated variable naming.</li></ul>
1995-1997	<b>Senior Software Engineer, The 3DO Company</b> <ul style="list-style-type: none"><li>▪ <b>Army Men</b>: Designed and implemented multi-layer tile based Map/Scenario editor. Also worked on various production tools: 2D and 3D file converters, texture map utilities, parsers, and animation preview/playback utilities.</li></ul>
1989-1995	<b>Senior Software Engineer, Electronic Arts</b> <ul style="list-style-type: none"><li>▪ <b>Deluxe Paint IV, Deluxe Paint AGA, Deluxe Paint V</b>: Lead programmer on award-winning paint and animation software for the Amiga Computer</li><li>▪ <b>Deluxe Paint Animation</b>: assistant programmer on award-winning paint and animation software for the PC</li><li>▪ <b>Shockwave &amp; NHL Hockey</b>: wrote cross-platform GUI authoring tool and runtime environment.</li></ul>

## SKILLS

Strong programming and scripting, modeling and shading, rigging, compositing, and match-moving

Maya, Renderman, Mental Ray, Shave & Haircut, Photoshop, Houdini, Nuke, RealFlow, PFTrack, After Effects, Match Mover Pro, Final Cut Pro, Word, Excel, Codewarrior, Visual Studio, Perforce

## LANGUAGES

C++, C, python, Mel, bsh, tcl, perl, php, MySql

## OPERATING SYSTEMS

Windows, Mac OS X, UNIX

## EDUCATION

2008-2012	<b>MFA candidate: 3D Animation &amp; Visual Effects</b> Academy of Art University, San Francisco CA
2006	<b>Certificate in 3D Character Technical Direction</b> Academy of Art University, San Francisco CA
1988	<b>MS Computer Science</b> Stanford University, Stanford CA
1985	<b>BS Artificial Intelligence</b> Stanford University, Stanford CA

## VITA

<b>3D VFX</b>	
2013 <a href="#">Wildlife Crossing</a>	Creature Rigging (The Rigging Dojo)
2012-2013 Circle of Life	Creature Rigging (Academy of Art)
2012-2013 My Dad, My Hero	Character Rigging (Academy of Art)
2012-2013 War of Evolution	Rigging & Texture Artist (Academy of Art)
2012-2013 <a href="#">Pressure</a> (2 <sup>nd</sup> Round Winner Scary Cow Festival)	3D Modeling Zeppelin & Airship (Reel Freedom)
2009 Everything Obsolete	Texture Artist (Group Hug Productions)
<b>Computer Games</b>	
2006 XMen-The Official Game (NGC)	Senior Software Engineer (Hypnos-Entertainment/EA)
2003 Lord of the Rings: Return of the King (PC, NGC)	Senior Software Engineer (Hypnos-Entertainment/EA)
2002 Lord of the Rings: The Two Towers (NGC)	Senior Software Engineer (Hypnos-Entertainment/EA)
2002 Frogger's Great Adventure (PC, NGC, PS2, Xbox)	Senior Software Engineer (Konami)
<b>Art Tools for Commercial Productions</b>	
1999 Tiger Woods Golf: Course Creation Tools	Senior Software Engineer (Electronic Arts)
1997 Toy Story 2	Studio Tools Engineer (Pixar)
1997 A Bug's Life	Studio Tools Engineer (Pixar)
1997 3D World Builder	Technical Designer (Postlinear Entertainment)
1997 Army Men Map Editor	Senior Software Engineer (The 3DO Company)
1995 Shockwave GUI Authoring Tools	Senior Software Engineer (Electronic Arts)
1995 NHL Hockey GUI Authoring Tools & Runtime	Senior Software Engineer (Electronic Arts)
1987 Prism Graphics Primitives	Software Engineer (Electronic Arts)
1987 Earl Weaver Software Sprites	Software Engineer (Electronic Arts)
<b>Commercial Art Tools</b>	
1994 Deluxe Paint V (Amiga)	Lead Programmer (Electronic Arts)
1992 Deluxe Paint IV AGA (Amiga)	Lead Programmer (Electronic Arts)
1991 Deluxe Paint IV (Amiga)	Lead Programmer (Electronic Arts)
1990 Deluxe Paint Animation (PC)	Associate Programmer (Electronic Arts)
<b>Awards</b>	
1994 Technology Achievement Award, Natural Media	Electronic Arts
1992 Best Consumer Productivity Software, Deluxe Paint IV	Amazing Computing
1991 Superman Award, Deluxe Paint IV	Electronic Arts