



## EDUCATION

**Rensselaer Polytechnic Institute**  
Troy, NY

BS in Electronic Media, Arts, and Communication  
May 2008

## SOFTWARE SKILLS

Scripting & Programming: **Python - PyQt - MEL - C++ - Linux: shell (tcsh)**

Frameworks: **Maya C++/Python/MEL - Nuke Python - Qube (qb) Python - Shake Macros - Renderman RSL**

CG Software: **Maya - Nuke - Shake - Mental Ray - V-Ray - Adobe After Effects**

Other Tools: **CVS - Git - SVN - Qube - Rush - RV**

## WORK EXPERIENCE

**Pipeline Developer**  
Hydraulx  
July '11 – Present

- Build awesome Maya tools & plug-ins with Python, C++, and PyQt including:
  - A *Scene Builder* for rebuilding & propagating shot settings including layouts, animation caches, and render layers across entire sequences.
  - A powerful and flexible next-gen *Attr Presets* system capable of saving & applying presets across hierarchies & connections, rebuilding nodes, and regenerating whole networks.
  - A *Resource Tracker* node for managing assets or light rigs with support for intelligent asset swapping, version tracking & locking, auto-updating, and more.
- Replace Maya's MEL-based AETemplating system with an exponentially more powerful PyQt-based system.
- Design and implement front-end PyQt-based UIs for ease, intuitiveness, and productivity.
- Assist animators and artists with troubleshooting tools and shots.
- Document tools and APIs. Use epydoc commenting format to auto-generate docs.

**Commercial TD**  
Radium / Reel FX  
Oct '10 – June '11

- Together with a counterpart TD in Dallas, worked to redesign and improve the Commercial pipeline with tools such as:
  - A powerful new *Render Dispatch and Management* tool for V-Ray that supported remote & distributed rendering, notification via email & texting, and metadata injection.
  - A *Sweatbox* system for submitting/reviewing artist work. Connected with RV for playback.
  - A *Nuke toolset* for loading and managing sequences. Included a browser for finding new renders and a Read node that notified the artist when new versions became available.
- Provided support for artists, which involved troubleshooting their files & renders, writing minor tools for specific tasks & projects, and training them on the various new toolsets.

**Assistant TD**  
*Tangled*  
2010 CG film

Walt Disney Animation Studios  
July '10 – Oct '10

- As part of the Lighting Team, took shots to completion through the 2k and Stereo Pipeline.
- Handled troubleshooting of difficult renders.
- Prior to joining the Lighting Team, worked on tools as required by the production.

**Talent Development TD**  
Walt Disney Animation Studios  
Feb '10 – Aug '10

- Recruited to participate in the Disney Talent Development program to hone skills as a Technical Director on a large production.
- Trained in production support, shader writing, & tool development by experienced mentors.

**Lighter / Composer / TD**  
Doodle Pictures Studio  
Sep '09 – Feb '10

- Lit and composited various promotional CG shots intended for Lego's TV advertising, web distribution, and the Toys'R'Us display in Times Square.
- Wrote scripts for pipeline and general support.

**Lighting TD / Stereoscopy Lead**  
*Molecules to the Max!*  
2009 CG IMAX Film  
Nanotoon Entertainment  
June '07 – Aug '09

- Primary developer of in-house techniques used to transform the recently completed IMAX movie, *Molecules to the Max!*, into a stereoscopic film, including a 2D-to-3D conversion process that saved the production at least three months of render time.
- Wrote Maya tools for the animation, lighting, and rendering pipelines.
- Developed in-house IBL solution to render reflections and refractions from complex dynamic environments quickly.

**Intern / Production Assistant**  
MTVN Creative Services Video  
Jan. '07 – May '07

- Promoted from Intern to PA based on outstanding performance.
- Leveraged experience with particles, expressions, and scripting in Maya to create a set of elements and backgrounds to potentially be used for upcoming events.