

**Method Studios(CIS) - February, 2009 to March, 2012**  
**Technical Director, Pipeline Engineer**

**Pipeline:**

Quicktime movie generator (Python, Nuke, Shake, xml). Shotgun/Tank benchmark. Assimilate Scratch Dailies Tool (Python). Nuke pipeline support.

**Movies:** Invictus, J. Edgar

Character shader in Houdini Mantra (vop/vex) for Massive crowd system. Lighting models port to Renderman Slim. C++ Houdini plugin modifications. Lighting artist support. Crowd lighting.

**Electronic Arts / BlackBox - March, 2007 to February, 2009**  
**CG Supervisor**

**Games:** Need for Speed Undercover , Need for Speed ProStreet (Both received Visual Effects Society nominations for Outstanding Real Time Visuals in a Video Game.)

Real-time environment and character shaders. Look dev. 3DSMax scripts.

**Electronic Arts - March, 2003 to March, 2007**  
**Technical Art Director**

**Games:** Lord of the Rings: The White Council (unreleased), The Godfather: The Game, Lord of the Rings: The Third Age, Lord of the Rings: The Return of the King

Lip synch animation tool (Python, Annosoft, in-house). Lighting, rendering and animation tools (mel, perl, python, c and c++).

**Centropolis Effects, LLC. (CFX – Das Werks) - December, 2000 to December, 2002**  
**Senior VFX Technical Director**

**Movies:** Matrix Reloaded, Willard, Scorpion King, 8-Legged Freaks

Renderman shaders. Lighting and rendering. Particle and blobby effects. Technical support.

**Heavy Iron Studios - August, 1999 to December, 2000**  
**Senior VFX Technical Director**

**Games:** Scooby Doo (unreleased), Evil Dead: Hail to the King

Renderman shaders. Art asset to game engine pipeline (Java, SQL, mel).

**Rainmaker Interactive - July, 1998 to August, 1999**  
**Technical Director & CG Supervisor**

**Projects:**

"MaxQ" – Visual Effects Emmy nominated made-for-TV movie, "BlackStreet Music Video", "Limpet Test"  
Lighting. Renderman shaders. Tracking. Scripts (mel, mtor).

**Square USA - May, 1996 to April, 1998**  
**Technical Director**

**Games:** Parasite Eve

Special effects (Maya, Houdini). Modeled, textured and lit environments (Maya and Renderman).

**Digital Domain - September, 1994 to May, 1996**  
**Digital Training Manager**

**Jet Propulsion Laboratory - May, 1984 to September, 1994**

**System Software Engineer and Manager of USAF/ESD SDI Simulations for the Hypercube Project**

Supervised 15 engineers and scientists on supercomputer parallel processing application development. System software.

**SOFTWARE**

Houdini, Maya, 3DSMax, Nuke, Shake, Photoshop

**LANGUAGES AND SCRIPTING**

Python, C++, Java, Basic, PyQt, Nuke scripting, 3DSMax, Shotgun/Tank API, Photoshop scripting, xml and shell (csh, bash, etc.) scripting, Scratch API scripting, Mantra (vex), Renderman (mtor/slim), Excel scripting, Perforce python

**EDUCATION**

U of Alaska, Fairbanks, Alaska, B.S. Computer Science  
UCLA Extension, cinematography and film classes  
Otis College of Art and Design, Cont. Ed., photography and darkroom classes

**AWARDS**

1999 Emmy Nomination, "Outstanding Visual Effects in a Miniseries or Movie", "MaxQ, Emergency Landing", Jerry Bruckheimer Production

**PROFESSIONAL AFFILIATIONS**

Academy of Television Arts and Sciences  
Visual Effects Society  
Association for Computing Machinery, SIGGRAPH

**PAPERS**

"A Framework for Using Concurrent Processors to Emulate a Distributed Multi-Process System", Cloud, K., [Proceedings of the Twenty-First Annual Pittsburgh Conference on Modeling and Simulation](#), Vol. 2