

## Experience

### **Head of Software Development:** *Jan-2015 to Present*

Artella | Emeryville, California | [www.artella.com](http://www.artella.com)

- Designing and implementing private message and mail systems built on Redis with a REST API consumed by AngularJS. Designed and implemented a media processing and encoding pipeline using RabbitMQ, Celery, and FFmpeg. Integrating configuration and deployment pipelines built on XenCenter, Chef, and Jenkins to quickly deploy configured VMs to the production edge.
- Recruiting, Hiring, and Managing remote contract developers. Setting business strategy and technical direction for the company. Establishing clear budget and financial planning tools to be used by the company for making monetary decisions and setting future goals.

### **Director of Software Development:** *Jun-2014 to Jan-2015*

Animation Mentor | Emeryville, California | [www.animationmentor.com](http://www.animationmentor.com)

- Managing a software development team consisting of 3-5 engineers. Providing technical direction, conducting performance reviews, negotiating salary adjustments, and mitigating conflict.
- Working directly with CEO and project management teams to set the focus of development. Meeting with potential clients to discuss and explain technical details of complex software components. Setting department goals and presenting status, progress, and results to the company.

### **Senior Software Engineer:** *Feb-2014 to Jun-2014*

Animation Mentor | Emeryville, California | [www.animationmentor.com](http://www.animationmentor.com)

- Expanding VFX pipeline tools in support of proprietary software and workflows. Supporting existing infrastructure and services.

### **Production Engineering Lead (Head of Department):** *Jan-2011 to Dec-2013*

Weta Digital | Wellington, New Zealand | [www.wetafx.co.nz](http://www.wetafx.co.nz)

- Leading a team of 10-15 software developers tasked with providing frameworks, services, and APIs to support the efforts of Production teams. Maintaining a high level view of the working pipeline. Working with department heads and other development teams to integrate new processes. Identifying areas that suffer from organic growth resulting in large amounts of technical debt. Meeting with team leads to ensure future goals are within the scope of current development efforts. Replacing giant legacy systems with smaller, more efficient, and lightweight toolsets.
- Growing the team by working with recruitment, interviewing candidates, managing internship programs, and hiring talent. Working with team members to promote opportunities for growth in their current roles, conduct performance reviews, and mitigate conflict.

### **Production Engineer (Software Developer):** *Jan-2009 to Jan-2011*

Weta Digital | Wellington, New Zealand | [www.wetafx.co.nz](http://www.wetafx.co.nz)

- Developing and integrating software designed to operate in large scale computing environments: clustered render farm with 40,000+ cores, 1.5+ petabytes of multi-tiered storage. Replacing legacy Perl based APIs with flexible Python toolsets.
- Application adoption specialist. Working with technical artists to re-engineer prototypes and tools to be Production ready applications.

### **Software Developer:** *May-2007 to Jan-2009*

Tippett Studio | Berkeley, CA | [www.tippett.com](http://www.tippett.com)

- Updating and maintaining existing proprietary C++ Maya plug-ins. Wrapping existing proprietary C/C++ libraries using boost/python to be compiled for use in Python as a shared library.
- Implementing PyQt applications to support artist workflow for viewing and editing proprietary file formats.

## Technologies

**Project Management:** Pivotal, Slack, Zoom, Asana, Basecamp, JIRA  
**Programming:** Bash, Python, Perl, Go, C++  
**Frameworks:** AngularJS, Pyramid, Coldfusion(Railo)  
**Databases/Services:** MySQL, Redis, Elasticsearch, RabbitMQ, Cassandra  
**Devops:** Git, Subversion, Chef, Jenkins, XenCenter, Linux  
**Hobby:** Erlang, RaspberryPi, Arduino,  $\LaTeX$

## Education

[The Art Institute of California: San Francisco](#)  
2007. BS, Visual and Game Programming

## Conferences

2016. [CTN animation eXpo](#) (*attendee*), Burbank, CA.  
2013. [SIGGRAPH](#) (*attendee/presenter*), Anaheim, CA.  
"BOF: Global VFX Pipelines."  
2012. [SIGGRAPH](#) (*attendee*), Los Angeles, CA.  
2011. [KiwiCon](#) (*attendee*), Wellington, NZ.  
2011. [Kiwi PyCon](#) (*attendee/speaker*), Wellington, NZ.  
"Python in the VFX Pipeline at Weta Digital."  
2011. [SIGGRAPH](#) (*attendee*), Vancouver, BC.  
2009. [SIGGRAPH Asia](#) (*attendee*), Yokohama, JP.  
2008. [SIGGRAPH](#) (*attendee*), Los Angeles, CA.

## Film Credits

[The Hobbit: The Desolation of Smaug\(2013\)](#), *Production Engineering Lead*.  
[The Hobbit: An Unexpected Journey\(2012\)](#), *Production Engineering Lead*.  
[The Avengers\(2012\)](#), *Department Heads & Supervisors*.  
[The Adventures of Tintin\(2011\)](#), *Production Engineer*.  
[Rise of the Planet of the Apes\(2011\)](#), *Production Engineer*.  
[Avatar\(2009\)](#), *Production Engineer*.  
[Cloverfield\(2008\)](#), *Render Technical Assistant*.