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Summary

Experienced Visual Effects, Animation and Video Game Production Professional with excellent creative, technical, leadership, communication, and production management skills. Over 15 years hands on and supervisory experience in every artistic and technical capacity for a wide range of projects. Specialist in design and optimization of studios, productions, pipelines and processes. Knowledgeable and practiced in developing successful inter-facility collaborations.

Employment History

July 2004-Present:

Visual Effects, Animation and Video Game Consultant Involved with creative, technical and administrative design and development of productions and facilities. Aid in look development and production design. Evaluate and design/optimize infrastructure and pipelines including system architecture, production software, and data management and processing systems for several studios (film, television, commercial, and game). Develop specialized processes and tools to improve throughput and quality. Client list available on request.

August 2011 – Present:

Peer Productions: Founding Partner and Executive Producer – Animated and and visual effects driven television and film development and consulting.

September 2012 – September 2014:

Insomniac Games: Technical Artist – Designed and implemented efficient and agile environment design systems for *Sunset Overdrive*, an XBOX One exclusive title scheduled for release in October 28, 2014

June 2012-August 2012:

The Mill: FX Lighter Lighting for effects in Chase: Liquid Commercials.

May 2011-March 2012 :

Method: CG Supervisor Designing, creating and supervising effects for many projects. *Man on a Ledge, The Odd Life of Timothy Green, Project X, This Means War, Abduction, Extremely Loud and Incredibly Close, Wrath of the Titans, Men in Black III.*

January 2010-April 2011

CIS: Head of Digital Studio Oversee day to day production operations. Design and supervise creative, technical, and administrative processes and pipelines. CG and FX Supervisor designing creating and supervising effects for many projects. *Red Dawn, The Odd Life of Timothy Green, Contagion, Apparition, Man on a Ledge, Jack and Jill, Project X, This Means War, Pirates of The Caribbean: On Stranger Tides, Miss Bala, The Rite, The Green Hornet.*

January 2010-May 2010

Otis College of Art and Design: Instructor Masters class in production and visual effects pipelines

December 2009 - January 2010:

Asylum Visual Effects: Senior Effects Technical Director Wendy's "Mystery Fish" animated, lit and rendered school of fish; *Killers* digital set extension; other commercials lighting and rendering.

March 2009 - June 2009:

Asylum Visual Effects: Senior Effects Technical Director *Terminator Salvation* modified pipeline and completed lighting, rendering and effects work on many shots with difficult technical and creative challenges. *Transformers 2: Revenge of the Fallen* created procedural effects system for missile and rocket trails and animated, lit and rendered elements for many shots.

September 2008 – December 2008:

Cafe FX: FX Lead *Final Destination 4:3D* - Variety of production tasks from designing the Maya and Houdini stereoscopic camera rigs to creation of CG fire and smoke.

July 2007 – June 2008:

Rhythm & Hues Studios: FX Supervisor *The Incredible Hulk* - Responsible for Volumetric Fluid, Fire and Gas CG Effects Team

January 2005-August 2006:

DNA Productions: Visual Effects Supervisor *The Ant Bully*. Oversaw and was personally involved with all parts of production of the traditional and IMAX 3D animated film, including pipeline design and process management..

July 2003-July 2004:

WOT Inc.: CG Supervisor and Pipeline Designer *Sky Captain and the World of Tomorrow*. Oversaw production process at the main facility as well as several subcontracted facilities.

February 2001 - July 2003:

Asylum Visual Effects: Senior Effects Technical Director/Supervisor designing and implementing studio pipeline elements and creating effects for music videos (O-Town "Liquid Dreams," Janet Jackson "All for You," Missy Elliot "Get Your Freak On," Nine Inch Nails "Deep," Macy Grey "Sweet Baby," Aaliyah "More Than A Woman"), commercials (Jeep Liberty "Remix," H&R Block "Money Storm," Cadillac "Tunnel") and features (Pearl Harbor, Planet of the Apes, Behind Enemy Lines, Minority Report, Bad Company, Black Hawk Down, We Were Soldiers (titles), Master of Disguise, Like Mike (titles), The Ring, The Order (aka Sin Eater), XXX (titles), Master and Commander: Far Side of the World).

May 2002 - June 2002:

DHIMA: Instructor teaching Introduction to Computer Graphics Classes and special seminars on Pipeline Design and Integration

June 2000 - February 2001:

Moon Crescent Studios: Effects Dept. Head/Effects Supervisor designing and implementing studio pipeline and creating digital backgrounds, interactive environments and miscellaneous effects for animated feature, PC and the Web.

April 1998 - June 2000:

Rhythm & Hues Studios (was Blue Sky| VIFX): Digital Artist/Technical Director creating and integrating digital effects for T-Rex (IMAX 3D), Star Trek: Insurrection, Fantasia 2000, Mystery Men, The Astronaut's Wife, Stuart Little, Frequency, Little Nicky.

Sept 1996 - April 1998 :

Digital Domain: Digital Artist creating and integrating digital effects for Dante's Peak, The Fifth Element, Titanic, Armageddon and commercials (Pepsi "Duet," Mountain Dew "Michael Johnson").

June 1990 - Sept. 1997:

Jet Propulsion Laboratory: Member Technical Staff(MTS) in the Time and Frequency Standards R&D Group. Designed and implemented Linear Ion Trap Frequency Standard monitor and control system (software and hardware). Designed, built and tested first cryogenic sapphire whispering gallery mode resonator stabilized oscillator. Theoretically described, computer simulated and implemented mode control perturbation in a sapphire whispering gallery mode resonator. Developed analog photonic communication systems. Design/implementation computer aided/automated data acquisition and analysis systems for all types of work.

Computer Experience

Programming: C, C++, Perl, Python, tcl, HTML, php, java and more.

Operating Systems: Windows, UNIX, LINUX, HP-UX; DOS; Apple.

Effects Software: Houdini, VEX, Maya, Softimage, XSI, Lightwave, 3ds Max, Renderman, Mental Ray, Mantra, RasTrack, Shake, Flame-Flint-Inferno, 3DTrack(Digital Domain), Nuke, Photoshop, gimp, Elastic Reality.

Game Engines:Unity, Insomniac Games Proprietary

Other Software: LabVIEW, Mathcad, Mathematica, most word processing, spreadsheet, various graphics packages, and more.

Education

University of Southern California, MS EE (Microwave Systems), May '93.

University of Texas at Austin, BS EE (Microwaves-Electromagnetics), May '90.

Publications

"Creating 3D Effects for Film, TV, and Games" by David Santiago, ISBN: 1-59200-589-6 (2004)

Technical Advisor/Editor - "Inspired 3D Lighting and Compositing" by David Parrish, ISBN: 1-931841-49-7 (2002)

12 technical articles (list available on request)

Language Education

Spanish and French

Activities

Member Visual Effects Society (VES), Mentor – VES Student Mentoring Program

Mentor /College Fair Representative – The University of Texas at Austin.

The Mars Millennium Project: Mentor

Theatre Americana: Pres. ('95-'97), Board member 1991-1998: producer, technical dir., treasurer, etc.

Altadena Town Hall: Executive Vice President Board of Directors ('96-'98).

Saturday Science Academy: Science and Engineering Education Consultant, Pasadena. ('92-'97.)

Hobbies: Drama, improvisation, comedy, musical theater, singing, dancing, football, baseball, softball, ultimate Frisbee, tennis, cycling, skiing, hiking, backpacking, rock climbing, sailing, travel, cooking, reading

Speaking Appearances:

Panelist: Funding and Distributing an Independent Animation Project, Bloomberg International Film and TV Finance Summit, March 2014, Los Angeles, CA

Guest Speaker - AutoDesk Press Conference, SIGGRAPH Conference, July 2006, Boston, MA

Booth Presentations - Side Effects Software, SIGGRAPH Conference, July 2006, Boston, MA

Guest Lecture - El Centro College (a Dallas County Community College), June 2006, Dallas, TX

VFX Panel Member - Austin Film Festival, October 2005, 2006, Austin TX

Speaker and Panel Member - 19th Annual Hollywood Seminar, May 2005, Hollywood, CA

Guest speaker – New York Film Academy, Universal Studios, December 2004, Universal City, CA

Speaker and Panel Member-LA Unified School District Outreach to promote Advanced Education, Los Angeles, CA

Panel Member - Austin Film Festival, October 2004, Austin TX

Speaker: Visual Effects at Small Studios – LA SIGGRAPH, Los Angeles, CA

Recorded Interviews

Technology Feasibility of Synthetic Environments Facility, USC Institute for Creative Technologies, November 2002

CBS Evening News

Side Effects Software