

# Jason Rickwald

www.jasonrickwald.com | jason@jasonrickwald.com

## Reel

*Demo Reel*                      <http://vimeo.com/117992509>  
*Reel Breakdown*              [http://www.jasonrickwald.com/DemoReel2015\\_breakdown\\_v2.pdf](http://www.jasonrickwald.com/DemoReel2015_breakdown_v2.pdf)

## Experience

- Many years of experience in Visual Effects, with credits on 9 productions.
- Effects Lead on 3 films.
- Head of a taskforce for developing and improving liquid simulation tools.
- Adept at animating, simulating, lighting, rendering, and compositing effects elements.
- Experienced at building effects systems, tools, and plug-ins for other artists to use.
- Considerable experience with software development and programming overall.
- Consistently produces quality work quickly and within budget.

## Tools

### VFX Toolbox

- Houdini/Mantra, Maya/Mental Ray, Nuke, Naiad (now Bifrost), RealFlow, After Effects
- Experience writing C++ API plug-ins for both Houdini and Maya.
- Well versed in VEX for Houdini, Mel for Maya, and Python for both.

### Software Development Toolbox

- C/C++, Java, Python, ObjectiveC, HTML/CSS/JavaScript, SQL
- Visual Studio, Xcode, Eclipse, Jira, Confluence, AccuRev, CVS, Git

## Employment History

### DreamWorks Animation

FX Lead / FX Animator / FX Developer, *July 2007 – January 2015*

- FX Lead on three productions; managing and supporting artists on multiple sequences, and coordinating with leads from other departments such as Lighting and Animation.
- Head of a taskforce on liquid simulation tools.
- Effects work included look development, systems/tools, and many simultaneous production shots.
- Software development consisted of making tools and plug-ins using C++, Python, and scripting languages.

### **SRI International**

Programmer / Software Engineer, *January 2005 – July 2007*

- Developed parts of IRIS, the platform for a “machine learning” artificial intelligence project funded by DARPA. This project evolved into what is now Apple’s Siri.
- Integrated research code into the main code base and prepared it for open source release.
- Worked as part of a very large team made up of researchers and developers.

### **Apple Inc.**

Programmer / Software Engineer, *June 2006 – September 2006*

- Interned with the CPU Software Video group.
- Worked on drivers for integrated graphics, in-house tools, and the OpenGL library.

### **Digital Services, Robert Kennedy Library**

Web Developer / Software Engineer / DBA, *March 2001 – April 2005*

- Developed web-based software for the library as well as outside clients.
- Worked directly with clients during development and deployment.
- Set up and maintained web and database servers.

## **Education**

### **California Polytechnic State University, San Luis Obispo**

- Master of Computer Science, *With Distinction*
- Bachelor of Computer Science, *Summa Cum Laude*
- *GPA: 3.8* and Deans Honor List all full-time quarters.
- Coursework focused heavily on Computer Graphics; also studied Artificial Intelligence, Networks, Distributed Computing, Computer Architecture, and Databases.