

# RESUME: ANDREW CHAPMAN

Nationality: Australian (with British Ancestry Visa)  
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Career Objective: Lead 3D Technical Director, eventually Visual Effects Supervisor  
My aim is to attain a role senior enough that I am involved in the decision making processes throughout the course of visual effects film production. I believe I have the mix of creative and technical skills required to successfully fulfill such a role, and a great passion and dedication for our art.

## EDUCATION

1997-2001: Bachelor of Science in Computing Science  
University of Technology, Sydney  
Computer Graphics Sub-major  
Graduated with First Class Honors, coming 4<sup>th</sup> in my year  
  
I have completed the course part-time whilst working for Animal Logic.  
  
Subject results:  
High Distinction: 8  
Distinction: 10  
Credit: 4  
Pass: 0  
Fail: 0  
  
Offered a place in the Bachelor of Information Technology degree with a \$30,000 scholarship. Winner of the Software Development Case Study Prize for 2000.  
  
1991-1996: Baulkham Hills Selective High School  
  
Tertiary Entrance Rank: 97.60  
  
Higher School Certificate Results:  
English 2U Related: 88 %  
Mathematics 2U: 94 %  
Computing 2U: 95 %  
Modern History 2U: 82 %  
Mathematics 3U: 94 %  
Computing 3U: 96 %  
Modern History 3U: 80 %  
  
School Prefect, IBM Computing Technology Shield 1995, Wollongong  
University Information Technology Spring School 1995. Distinction or High Distinction in various state-wide subject competitions.  
  
1990: School Captain of Excelsior Public School

# EMPLOYMENT

2002-Present: 3D Technical Director – Framestore CFC

Responsible for procedural animation, modelling, look development/texturing, lighting and rendering on a range of projects using mostly Maya, XSI, RenderMan and Shake. Advanced techniques such as HDRI/IBL lighting, fur and particle animation.

Development of scripts, plugins and tools for production-specific and generic use within the company.

Set attendance/supervision, including taking High Dynamic Range and reference stills photography.

Film and commercials projects:

- Bond: Die Another Day - Title Sequence
- Bond: Die Another Day - Trailer
- Johnnie Walker TVC
- Lilt TVC
- Eggo Waffles TVC

1999-2002: R&D Programmer - Animal Logic Film

Working with artists and other developers in the production of film and television visual effects projects. Aided with productions including The Matrix, Moulin Rouge, Farscape series 2 and 3 and many exciting TVC projects.

Part of the R&D products team working on the innovative range of RenderMan pipeline tools: SoftMan, MaxMan and MayaMan.

Extensive experience with RenderMan, 2D/3D applications and production support. I have written tools for the myriad systems, applications and APIs used in the visual effects work at Animal Logic.

Film Recorder operator for a period during production of The Matrix.

Sent by the company to attend SIGGRAPH 2000 in New Orleans.

1997-1999: Web Developer and Graphic Artist

Working part-time for XT3 and Westpac Financial Services whilst studying at University. Web design, development and creation of graphical content for high profile web sites and interactive projects.

1994-1996: Work Experience with Garner MacLennan Design.

Informal training as a 3D animator using Silicon Graphics workstations and Alias 3D software during several school holiday breaks. Gained experience with graphics software, Unix and network operation in a highly successful production environment.

# TECHNICAL SKILLS

## Visual Effects:

- Extensive experience using Maya in production: in particular look development, procedural animation, cloth, fur and particle dynamics
- Experience rendering out to Maya, RenderMan and Mental Ray renderers. Keen interest in rendering technology and solutions
- Advanced look development and lighting techniques such as Image Based Lighting, caustics, global illumination and ambient occlusion
- Experience also using Softimage, XSI, Houdini and Lightwave

## Visual Effects Development:

- RenderMan RIB and Shader Language development
- Maya API programming and MEL scripting
- Softimage 3D API programming
- 3D Studio Max API programming
- Mental Ray shader development
- 2D plugin development for Inferno, Cineon, Eddie and Shake
- Aurora - a RenderMan compatible ray-tracing renderer written for my Computer Graphics sub-major at UTS. Written myself entirely from first principles

## Software Development Skills:

- Extensive C/C++ programming experience
- OpenGL 3D API programming
- Graphical User Interface programming for Unix, Windows and Amiga systems
- Qt application development framework (cross platform Network/GUI/IO etc)
- TCP/IP network programming
- Java, Perl, Python and PHP development
- SQL database programming
- Cross platform software development
- Rational ClearCase and CVS version control systems
- Rational Purify and Quantify Software Quality Assurance tools
- Object Oriented Analysis/Design and Software Patterns

## Web Development :

- Extensive HTML and client-side JavaScript experience
- Experience with PHP, Perl and Microsoft ASP for server-side web programming
- Design, creation and management of complete web sites and intranet applications

# PERSONAL INTERESTS

Photography, music, travel, history, reading, trivia and keeping up to date with the latest movies. I have participated competitively in rock-climbing, soccer, tennis and mountain bike racing, and also love paintball skirmish, snowboarding and the occasional skydive.