

Dan Walker

Valencia, CA 91381 | 661-373-7764 | walkerdan1@gmail.com

Professional Experience

- June 2006 – Present** **Lighting Technical Director - Long Term Freelance - Rhythm & Hues, L.A., CA**
Release Date: Oct. 06, 2006 Place, balance, color time lights, and manage renders. Paint and maintain HDRI worlds. Precmp shots and manage/handoff rendered elements to compositors. Troubleshoot and oversee shots.
- Software/Hardware Used: Linux, Gimp, wiki, proprietary lighting, compositing, painting, pipeline and rendering software, Shell scripting
- Feb 2006 – May 2006** **Compositing Technical Director - Long Term Freelance - Rhythm & Hues, L.A., CA**
Compositing / Keying, 2D Tracking, Blue/Green Screen removal, Wire/Rig removal, Matchmoving, Marker/Wire removal, Rotoscoping, DustBusting and Rendering.
- Software/Hardware Used: Linux, Gimp, wiki, proprietary compositing, painting, pipeline and rendering software
- Jun 2003 - Mar 2005** **Animation Technical Director - Contract Staff - DreamWorks, Glendale, CA**
Major Responsibilities included:
- Animation/Pipeline Technical Director
 - Technical contact for the Animation teams.
 - Technical Director for the Animation pipeline, Maya and Dreamworks proprietary software.
 - Streamlined and automated artist and departmental workflows.
 - Serviced and designed studio software configurations.
 - Software/Hardware Used: Linux, Gimp, Maya, wiki, proprietary pipeline software, Shell scripting
- Feb 2003 - May 2003** **Studio Technical Director - Freelance - ReelFX, Dallas, TX**
Studio Technical Director:
- Primary technical contact for the Animation studio teams (30+ artists).
 - Technical Director for the Animation pipeline, Qube render pipeline, Maya.
 - Fixed and tracked off-the-shelf software bugs (Maya, Qube, etc...).
 - Streamlined and automated artist and departmental workflows.
 - Serviced and designed studio software configurations.
- Linux System Administrator:
- Created dual boot Win2k/Linux desktop systems. The desktop systems were used primarily for Animation during business hours and rebooted into Linux during off-peak hours to be added to the renderfarm.
 - Created/Configured user accounts for Win2k and Linux.
 - Setup PipelineFX Qube renderfarm, software configuration and Linux configurations.
 - Software/Hardware Used: Linux, Windows, Photoshop, Maya, Shake, proprietary pipeline, Qube distributed rendering software, Shell scripting
- Nov 1999 - Dec 2002** **Studio Technical Director/Software Support - Staff - BigIdea Prod., Lombard, IL**
Software Support:
- Primary technical support for the Animation studio, Video and 3Design teams (60+ artists).
 - Technical Director for the Animation pipeline, Maya and Composite scenes for all departments. *BigIdea did not have departmental Technical Directors at the time.*
 - Trained users on Maya and Compositing systems used in-house.
 - Fixed and tracked in-house and off-the-shelf software bugs.
 - Streamlined and automated artist and departmental workflows.
 - Serviced, purchased, and updated studio, 3Design and Video team software configurations.
 - Liaison between BigIdea and software vendors, resellers and product managers.
- R&D Testing:
- Found hardware and software incompatibilities.
 - Tested new software releases and bug fixes (alpha and beta program manager).
 - Researched and tested software solutions for the studio, Video and 3Design teams.
 - Software/Hardware Used: Linux, SGI, Gimp, Maya, Softimage, Deep Paint 3D, A|W Composer, Shake, Nuke, LSF, Shell scripting, proprietary pipeline

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- Aug 1999 - Oct 1999** **Compositor - Freelance - Digital Domain, Inc., Venice, CA**
Utilized various proprietary software packages for Compositing / Keying, 2D Tracking, Blue/Green Screen removal, Wire/Rig removal, Matchmoving, Marker/Wire removal, Rotoscoping, DustBusting and Rendering.
▫ Software/Hardware Used: SGI, proprietary compositing, pipeline and rendering software
- Jul 1998 - Oct 1998** **2D/3D Technical Director - Freelance - AceFx, Burbank, CA**
Texturing/2D/Painting, Camera Placement/Angles, 2D Tracking, Animation (Object), Modeling (Objects/Worlds/Environments), Compositing / Keying, Motion Graphics, Modeling (High Poly), Pipeline Creation/Management, Lighting/Color, Scripting/Programming, Match/Move
▫ Software/Hardware Used: SGI, Alias|wavefront TAV, Alias|wavefront Composer, Alias|wavefront Paint, Shell scripting
- Apr 1998 - Jul 1998** **Compositor - Freelance - Optical Illusion, Newbery Park, CA**
Utilized various off-the-shelf software packages for Compositing / Keying, 2D Tracking, Blue/Green Screen removal, Wire/Rig removal, Matchmoving, Marker/Wire removal, Rotoscoping, DustBusting, Painting and Rendering.
▫ Software/Hardware Used: SGI, Alias|wavefront Composer, Matador paint system, Shell scripting
- Apr 1997 - Apr 1998** **Compositor - Freelance - Dream Quest Images, Simi Valley, CA**
Utilized various off-the-shelf and proprietary software packages for Compositing / Keying, 2D Tracking, Blue/Green Screen removal, Wire/Rig removal, Matchmoving, Marker/Wire removal, Rotoscoping, DustBusting, Painting and Rendering.
▫ Software/Hardware Used: SGI, Alias|wavefront Composer, Matador paint system, Compositing macros, proprietary pipeline and rendering software
- Jun 1991 - Apr 1997** **Senior Applications Engineer/Trainer - Staff - Alias|Wavefront, Santa Barbara, CA**
Provided all aspects of internal and external customer support, from real-time problem solving on the support hotline to developing and conducting training classes and on-site consulting worldwide. As a senior team member, assisted in training new hires with the software and the day-to-day functions of the ASSIST department. Worked closely with the R&D department, to provide feedback by participating in Q/A testing of Alias|wavefront software, reporting bugs, and providing workflow solutions and suggestions as an expert user.

Hardware/Software

- Linux, HP, SGI, Sun, Macintosh, Windows platforms
- UNIX, LINUX, Most flavors of shell scripting, HTML, wiki
- Photoshop, Alias | Wavefront Maya (legacy applications), Nuke, Shake, Photoshop, Gimp
- Rhythm & Hues proprietary compositing, paint systems and pipeline tools
- Rhythm & Hues proprietary 3D lighting systems and pipeline tools.
- Dreamworks proprietary software and pipeline tools.

Interests

Surfing, music, movies, furniture design/creation, cooking

References

Available upon request

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Credits

<u>Company</u>	<u>Title</u>	<u>Category</u>
Rhythm & Hues	Night at the Museum Garfield 2: A Tail of Two Kitties	Animation (3D), Feature Film, Visual FX Animation (2D), Feature Film, Visual FX
DreamWorks Animation	Flushed Away Shark Tale Father of the Pride Over the Hedge	Animation (3D), Feature Film Animation (3D), Feature Film Animation (3D), TV series Animation (3D), Feature Film
ReelFX	G.I. Joe: Spy Troops the Movie	Animation (3D), Visual FX, Direct to Video
BidIdea Productions	Jonah: A VeggieTales Movie The Ultimate Silly Song Countdown Lyle, the Kindly Viking Esther, the Girl Who Became Queen King George and the Ducky	Animation (3D), Feature Film Animation (3D), Direct to Video Animation (3D), Direct to Video Animation (3D), Direct to Video Animation (3D), Direct to Video
Digital Domain	2 Pontiac Car Commercials	Animation (2D), Commercial
AceFx	Braun Cessna Great Quakes	Animation (3D), Commercial Animation (3D), Commercial Animation (3D), Documentary
Optical Illusion	Rush Hour Mighty Joe Young The Haunting	Feature Film, Visual FX Trailer, Visual FX Trailer, Visual FX
Dream Quest Images	Mighty Joe Young Deep Rising Flubber George of the Jungle	Feature Film, Visual FX Feature Film, Visual FX Feature Film, Visual FX Feature Film, Visual FX