

cv Katrin Schmid

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I am a Tool Developer (Python, C++, Maya api, Nuke ndk, Houdini hdk, Mel, RSL) with a 3d Artist background and years of international experience in developing scripts and plugins for cg animation, film, visual effects and visualisation. My primary areas of interests are rendering, shading, lighting and effects.

Film credits

- 2011 „Happy Feet 2" (*animated feature*)
- 2010 „Harry Potter and the Deathly Hallows"
- 2009 „Planet 51" (*animated feature*)
- 2004 „Back to Gaya" (*animated feature*)

Summary of Skills

General

- Proven ability to plan, design, prototype, implement, test, support, maintain, profile, speed optimize and document software that meets production needs in a short time frame independently or as part of a small or large team
- Comprehensive knowledge of Visual Effects and Feature Animation pipelines and workflows
- Strong problem solving and trouble shooting skills, fast learner with attention to user friendliness and quality
- Consistently able to integrate and find practical solutions based on standard and proprietary software packages
- Experience with large code bases and complex standard and in-house libraries, file formats and file translators

Technical Summary

- *Programming Languages*: Proficient in using Python, C++, Mel, Rsl, Xml
- *Graphics Software APIs and Scripting*: Maya, Houdini, Nuke, Final Cut Pro, rv Player, several Renderers
- *Libraries and GUI*: STL, EXR/Ilmbase, Boost, PyQt as well as several in-house libraries and geometry formats
- *Software Development*: VisualStudio, Eclipse, CMake, standard and inhouse automated testing, version control, build, release and documentation systems
- *Operating Systems*: developed for Linux and Windows

Employment history

Feb 2010 to now **Pipeline Developer (core), Rising Sun Pictures**

for „Harry Potter and the Deathly Hallows"

- Houdini plug-in and scripting, speed optimization of inhouse OpenGL viewer for Maya, Nuke and Renderman dso development, Sequence production support across all departments

Nov 2008 to Dec 2009 **Software TD/Developer, DR D Studios, Sydney**

for the stereoscopic animated feature „Happy Feet 2"

- responsible for general and mocap data tools used by layout department

Mar 2008 to Oct 2008 **Senior Tools Developer, Ilion Animation Studios, Madrid**

for the animated feature „Planet 51"

- responsible for vfx tools and file translators plug-ins

Mar 2005 to Mar 2008 worked at cg car visualization expert **Realtime Technology AG**, Munich

· *Mar 2006 to Mar 2008* **Tool and Script Developer** with R&D department

· *Mar 2005 to Mar 2006* **3d Lighting Artist and TD**

Mar 2004 to Feb 2005 **Product Manager mobile video, plan-b media AG** (now called MindMatics AG), Cologne

2003/2004 **Vfx Artist** with **Ambient Entertainment**, Hannover

worked at the first German cg animated feature „Back to Gaya", aka „The Snurks"

2002 **AVID Editing Assistant** for the documentary feature „War Babies" at **Macumba Intern. Inc.**, Montreal

Projects and open source development

- *2008* Freelance script development for a **remote render service** of Italian **Skeej S.r.l.**
- *2008* Contributed to the development of open source project **openPipeline**

Education and professional development

Mar 2008 to 2009 Participated in „**Python in Houdini**“, **Renderman** and **Houdini effects**
remote classes at td-college.com and fxphd.com

Sep 2003 Graduated with diploma in **Media design / multi media** (4 years program)
with a focus on media technology from **Bauhaus University Weimar**

Jan 2003 Graduated with diploma in **Economics** (4 years program) from (Open University)
FernUniversitaet Gesamthochschule Hagen

2002 **Scholarship for an internship stay in Canada** working in “special effects and animation”
by the Bavarian government (MedienCampus Bayern e.V.)

1997 Studied **Graphic design** at the **University of applied sciences Augsburg**

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