

## 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

- 2013 „Leafmen“ (animated feature)
- 2012 „Ice Age: Continental Drift“ (animated feature)
- 2011 „Captain America: The First Avenger“
- 2011 „Thor“
- 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/Yaml, PostgreSQL, some Java
- *Graphics Software APIs and Scripting*: Maya, Houdini, Nuke, Final Cut Pro, rv Player, several Renderers, Rush
- *Libraries and GUI*: STL, EXR/Ilmbase, Boost, PyQt as well as several in-house libraries and geometry formats
- *Software Development*: UML, VisualStudio, Eclipse, CMake, standard and inhouse automated testing, version control, build, release and documentation systems
- *Operating Systems*: developed for Linux and Windows

### Employment history

Nov 2011 to now **Pipeline Engineer (Rendering), Bluesky Studios**

Sept 2010 to May 2011 **Senior Effects Pipeline Developer, Fuel vfx, Sydney**  
Effects pipeline development and migrating their Windows based Pipeline to Linux, setting up Houdini pipeline, plug-in development and scripting for Maya, Nuke, EXR

Feb 2010 to Sept 2010 **Pipeline Developer, Rising Sun Pictures, Adelaide**  
· Houdini plug-in and scripting, speed optimization of inhouse OpenGL viewer for Maya, 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 motion capture cap data tools used by layout department (mainly Maya)

Mar 2008 to Oct 2008 **Senior Tools Developer, Ilion Animation Studios, Madrid**  
for the animated feature „Planet 51“, responsible for vfx tools and Maya file translators plug-ins

Mar 2005 to Feb 2008 worked at cg car visualization expert **Realtime Technology (RTT) AG, Munich**  
· Mar 2006 to Feb 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

- 2010 Freelance effects work contributed to German short „Ein Leben auf Probe“
- 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

*Jul to Nov 2011* **Graduate IT student** at the **University of Sydney**, classes:

Modelling/UML (Distinction), Java (Distinction), Databases (Credit), Algorithmen (Distinction)

*2010/11* Distance education post graduate courses at **Harvard University Extension School**:

Completed "**Massively Parallel Computing**" about CUDA, cloud computing and

"**Introduction to Computer Graphics and GPU Programming**" both with grade B+ while working full time

*Sep 2003* Graduated with diploma in **Multi media** (4 years undergraduate program)

with a focus on media technology from **Bauhaus University Weimar**

*Jan 2003 (part time student)* Graduated with diploma in **Economics** (4 years undergraduate program)

(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.)

*Sept 1997 - July 1999* Studied **Graphic design** at the **University of applied sciences Augsburg**

## Affiliations

Member, **Visual Effects Society**

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