SCOTT KIRVAN

VFX • Technical Production • Supervision

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SUMMARY

- 5+ years industry "Production Staff" roles; supervision, technical production, consulting;
- 9 years "In-Studio;" VFX, TD, coder, digital artist;
- 20+ years C-Level executive, supervisory and leadership experience;
- 10+ years Technical Project/Program/Product management;
- Deep understanding of SFX, VFX, and animation techniques - optical & virtual methodologies;
- Strong communicator; passion for bridging technical and non-technical contexts.
- History of successful business negotiations, grant writing and proposals;

PROFESSIONAL EXPERIENCE

Slaughter County Brewing Company, LLC   Port Orchard, WA, Apr 2010 - Present
Neighborhood microbrewery and restaurant; craft beer producer, distributor, and tap room.
Founder • CEO • Facilities Manager

Freelance Consulting   Los Angeles, CA / Seattle, WA, 1998 - Present
Computer graphics; film, television, and video game production. See attached filmography.
Computer Graphics • Technical Production • Production Support
- Virtual Production R&D: Unreal Engine; NVIDIA Cuda; AI/ML programming (Tensorflow); Programming in C/C++, python; Cloud Compute (AWS); Pipeline; Houdini, Blender, nDisplay, Perforce, vCam, streaming, etc.;
- VFX Supervision & Technical Direction in service to creatives and facilities;
- Hired Gun: Evaluate and advise on platform agnostic pipeline requirements for specific productions; vetting of cost analysis & bids; balancing bids with risk assessments;
- Connecting parties with the expertise they need and, in emergency situations, quickly solving technical blockers;
- Various technical production responsibilities (light animation, effects animation, compositing, color & light, render wrangling) and consultation on various film, game cinematic, and broadcast design projects;
- Supporting the local film community; hosting filmmaker panels for the Port Orchard Film Festival; acting in local productions; running promotions for the nearby independent theater.

Caustic Graphics, Inc.   Seattle, WA / San Francisco, CA, Oct 2008 - Jul 2009
Hardware developer; real-time ray-tracing hardware. Acquired SplutterFish in Oct 2008.
Business Development • M&E Domain Expert • General Manager, Brazil r/s™
- Served as liaison to A-list film and entertainment studios, architectural firms, and fortune 500 hardware and software vendors;
- Brazil r/s™ software product: Customer advocacy and UX;
- Drove on-boarding and integration of SplutterFish teams into Caustic;
- Technical guidance and validation: Brazil rendering API and Caustic ray tracing hardware integration.

SplutterFish, LLC   Los Angeles, CA / Seattle, WA, Oct 2000 - Oct 2008
Software Developer; high-end 3D rendering tools.
Founder • CEO • Developer • DevOps
- Co-author of the globally recognized Brazil Rendering System;
- Mastered the use of a small, international team, using Agile methodologies, to deliver a ground-breaking best-in-class, high-fidelity production renderer to creatives worldwide in a competitive and evolving marketplace under ambiguous, customer driven requirements;
- Organized a massive secondary, diverse, global, and cross-functional team to realize sales,

event, marketing, support, artistic, and QA goals;
- Executed strategic vision for several flavors of a base product, and a handful of supporting programs & projects;
- Oversaw all and prototyped many elements in the company's cross-platform API, and IT stack; web & support services, inter-team/customer communications systems, continuous automated builds, automated documentation, and software & license deployment;
- Developed business relationships and provided consultation to A-list studios, artists, architecture & design firms, hardware and software producers, and cloud rendering providers;
- Key representative for all BD, business meetings, and contract negotiations, eventually handling the acquisition by Caustic Graphics;
- Provided personal, on-site tech support and production assistance ("smokejumping") for key customers including: Industrial Light & Magic (Skywalker Ranch, Kerner Optical, and the Presidio), The Orphanage, Matte World Digital, Blur Studio, Max Ink Cafe, Inertia Pictures, Blizzard Entertainment, Frantic Films, Digital Domain, Microsoft Games, Autodesk.

Blur Studio, Inc. Venice Beach, CA, 1996 - 2000
Production company; CG imagery for film, television, and video games.
Computer Graphics Specialist • Software Technical Director • FX Programmer
- Performed risk assessments and evaluations of off-the-shelf software tools in support of a team of talented creatives with continuously changing and often conflicting priorities;
- Determined when new software needed to be, and could be developed in-house;
- Successfully designed, developed, and deployed many new tools in a high-velocity, deadline-driven, and mission-critical production pipeline;
- Took on various technical and artistic responsibilities in support of production requirements.
- Occasionally provided on-set supervision for the facility and contributed substantially to the studio's stereoscopic and non-photoreal pipelines.
- Contributed technically and creatively during staff meetings and assisted with artist education, especially in communicating old-school techniques and math-centric methods and concepts;
- Represented the studio in meetings, contract negotiations, and software licensing agreements with Autodesk, Inc., licensing several plug-in products; ILM's OpenEXR, RayFX (an integrated ray tracer that worked inside ADSK's scanline renderer), and others.

EDUCATION
St. Cloud State University Saint Cloud, MN, Grad 1991
Concentration: Mathematics and Design: Machine Learning and Systems Architecture.
Elective focus: Film, Photography & Optics, French.
BS Electrical Engineering

VOLUNTEERING
Olympic Peninsula Sports Union Kitsap Peninsula, WA, Apr 2007 - Dec 2010
501(c)(3) Sports organization; operates multiple USA Rugby and Armed Forces teams.
Executive Directory • Board Member
- Updated and re-branded an organization tasked with maintaining 4 USA Rugby teams;
- Developed, grew, and supported the union while focusing the organization on its mission supporting educational and US Armed Forces Combined Services Committee goals;
- Scouted players for All-Military, Semi-Pro, USA Rugby, and International (IRB) rugby teams;
- Executed one of Washington Rugby's largest and most successful rugby playoff tournaments, which involved, proposals, presentations, grant writing, and full logistics.

MaxUnderground.com 2000 - 2009
Social news aggregator, and editorial website focused on the 3DS Max community.
Founder • Developer • Editor in Chief

BlurBeta.com 1999 - 2002
Tools for 3DS Max; "The unofficial website of Blur Studio's R&D department (aka Scott and Steve)."
Developer • Maintainer