Andy C. King
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Objective: Pursuing a position as a Development Manager.

Work Experience:

Engineering Manager - The Aerospace Corporation
- Led development of visualization applications using Unity Game Engine. Deployed applications to multiple platforms including Oculus Rift VR, Microsoft Surface, iOS, and a built datawall.

Engineering Specialist - The Aerospace Corporation
- Lead team of developers on full stack HTML 5 projects
- Created a data driven visualization framework using Qt/OpenGL in C++
- Modernized C application to C++ using Qt framework

FX Artist - Digital Domain 3.0
- Worked on FX for Malificent and Black Hat. Created fx elements such as fire, smoke, dust, and water.
- Worked on KIA Superbowl and Bungie Destiny Live Action Commercial.
- Used Houdini, Maya, and Nuke to work with artists from different departments to receive and handoff work.

Senior Software Architect - Deluxe 3D - StereoD LLC
- Responsible for working with the Department Heads under the direction of the executive management to design our proprietary tools, visual effects, and production management systems across all of our facilities.
- Evaluate and design projects that integrate third party software and hardware technologies to grow our business.
- Manage the pipeline, research and development, and the render resource teams. Plan out and schedule resources and put together functional requirements for all development projects.

Art Director - Activision, Sony
- Worked as the Art Director on James Bond 007: Blood Stone game for PS3, Xbox360, and PC. Responsible for maintaining visual quality and instrumental in creating the look of the game. Led 6 in house art teams and responsible for character, vehicle, and set design for all game levels. Also responsible for look and lighting for all stages. Responsible for all ingame cinematics and lighting.
- Worked as the Studio Art Director for Evolution Studios UK. At Evolution, I was responsible for maintaining the artistic vision for all of our current and future projects. I was also responsible for creative direction of our in house concept art and graphic design team.

Technical Director - Sony Imageworks, Cinesite, Centropolis FX, WB
- As a Technical Director, I focused on developing plugins and custom scripts for packages such as Maya, Houdini, and RenderMan.
- At Sony Imageworks, designed and wrote the hair/cloth/fur pipeline for Polar Express and Spiderman 2. I was the show lead for Hollowman where I was in charge of the pipeline design and creation at Sony. On Monster House, I was part of the global illumination software team that helped integrate the Arnold renderer into the Imageworks rendering pipeline.
- While at Cinesite, I worked on shader plugins to Renderman to create the fluid effects on Xmen: X2 project.
- At Centropolis, I wrote the CG pipeline for bridging Maya to Renderman. I also wrote an image based renderer and global illumination renderer.
- At Warner Bros. Feature Animation, I wrote and maintained the CG pipeline. I also worked on the renderfarm scripts and renderman shaders for Iron Giant.

CG Artist - Blizzard Entertainment, Digital Domain

- Worked as a Senior Cinematics Artist and designed complex visual effects and developed inhouse tools, shaders, and rendering systems to achieve project visual targets.
- Worked on Tron: Legacy as a FX TD/Animator at Digital Domain. Wrote and designed specialized in-house tools in Maya, Renderman, and Houdini to do various cutting edge effects used in film.

Software Engineer - The Walt Disney Company

- Worked at Walt Disney Feature Animation in the Technology Department. I was the project lead in charge of writing tools for the Compositing and Print department. I worked on a client server print application that would allow facilities to submit print requests across multiple studios. I also worked on feature enhancements to the Computer Animation and Production System (CAPS).
- While at Disney Consumer Products, I wrote and maintained an image processing pipeline that would take final output frames from feature animated films and process them to digital assets suitable for print media. I worked in Creative Services, and maintained a central department for approved film prints to distribute reference and work prints to Disney Licensing, Consumer Products, Publishing, and Themed Attractions.

Employment History:

2016 - Current	Engineering Manager - The Aerospace Corporation
2015 - 2016	Engineering Specialist - The Aerospace Corporation
2014 - 2015	Managing Director, Kinworth LLC
2013 - 2015	FX Artist, Digital Domain 3.0
2012 - 2013	Head of Software Development, StereoD LLC
2010 - 2012	Senior Cinematics Artist, Blizzard Entertainment
2009 - 2010	Senior FX Animator, Digital Domain
2008 - 2009	Art Director, Bizarre Creations Ltd.
2007 - 2007	Art Director, Evolution Studios UK
2006 - 2006	CG Supervisor, Electronic Arts NW Studio UK
2003 - 2006	Senior Technical Director (Sony Pictures Imageworks)
2003 - 2003	Senior Technical Director (Cinesite, Inc.)
2002 - 2003	Principal Developer/Technical Director (Codefront, Inc.)
2001 - 2002	Senior R&D Technical Director (Centropolis FX, LLC)
2000 - 2001	Senior Technical Director (WB Feature Animation)
1999 - 2000	Senior Technical Director (Sony Pictures Imageworks)
1997 - 1999	Technical Director (WB Feature Animation)
1996 - 1997	Software Engineer (Walt Disney Feature Animation)
1994 - 1996	Software Analyst (Walt Disney Consumer Products)

Software languages/API:
C/C++, Perl, Python, RenderMan, Maya, Houdini, OpenGL, OpenCL, Boost, Qt, Mongo, Ruby, Rails, LLVM, Javascript, JQuery, Node.js

Software Development Methodologies Used:
Agile, Scrum, Kanban, Lean Software Development, Rapid Prototyping

Operating Systems:
Linux, Mac OS X, Windows

Education:
1994 B.S. Computer Science - California State Polytechnic Univ., Pomona
 References: Available upon request