**Andy C. King**

16129 Sierra Pass Way Hacienda Heights, CA 91745

[andyking999@gmail.com](mailto:andyking999@gmail.com) Mobile: 323-383-5200

**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