BRYSON LEE

500 El Camino Real · Santa Clara CA 95053
bhlee@scu.edu · 808 391 5739
www.brysonlee.com

EDUCATION

Santa Clara University, B.S. Computer Science and Engineering CGPA 3.5 *September 2014 - June 2018*
SCU ACM SIGGRAPH President and Founder
Courses: Computer Graphics Systems, 3D Animation/Modeling, Software Engineering, Distributed Computing
STEM National Science Foundation Scholarship

EXPERTISE

Tools Development, Production Pipelines, Computer Graphics Systems, 3D Rendering and Modeling, Distr. Computing

Languages	Python, C++, C, JavaScript, HTML, CSS
Workflows / Platforms	Linux, Docker, Perforce, Git + (Github/Gitlab), JIRA, SCRUM, Agile
APIs / Frameworks	Qt/PyQt, Django, Google Cloud Platform, AngularJS, jQuery, Node.js
Computer Graphics	Maya, Nuke, Houdini, Katana, OpenGL
Databases	MySQL, PostgreSQL, Google Datastore

EXPERIENCE

Industrial Light and Magic (ILM) - Pipeline Engineer, Intern *June 2017 - September 2017*
- As part of the global Pipeline Engineering department, built tools and created software for ILM's in-house render farm system, asset management infrastructure, media creation pipeline, and data transfer services.
- Worked closely with Walt Disney Animation Studios in implementation of *Coda* and *Dpix* software for render queuing and media/review libraries respectively; spearheaded rearchitecture of ILM's core media player.
- Created core API service for global studio data transfer and remote VFX Supervisor platforms; worked with Pipe TDs to apply a new artist facing pipeline for Motion Capture work flows.

Disney Interactive - Software Engineer, Intern *June 2016 - September 2016*
- Within the Media Technology Engineering Team, created administrative tools for digital asset management, including video/image media + file metadata (Metrics, statistical analysis, database management)
- Improved scalability of the asset manager through design of database helper functions
- Designed and implemented digital pipeline software to manage reindex and asset mapping for CMS, Core, and production pipelines

COEN 165, 3D Animation and Modeling - Teaching Assistant *September 2016 - Present*
- Taught Computer Graphics fundamentals and 3D Modeling/Animation pipeline including Maya and introductory technical direction. Built tools to automate simple rigs for students.

Hoana Medical - Software Engineer, Intern *June 2015 - August 2015*
- Engineered tool to analyze wireless data packages from sensory data and to detect anomalies
- Achieved 99% message integrity through checksum tool implementation
- Built medical monitoring mobile and web application that improved load times by 25% compared to the previous implementations with additional live-updating graphs

PROJECTS

Disney *Matterhorn* Digital Asset Manager *Summer 2016*
- Image, video, and file manager for digital assets. Built multiple administrative tools and interfaces for: video transcoding, metrics and diagnostics, meta data tracking, legacy tracking, data index, helper tools, and
- Python, Flask, Google App Engine, Google Cloud Storage, Datastore API

Lattice Constructs for Art-Directed Motion Paths in Volumetric Simulations *In Development*
- This method creates a lossy optimizer to reduce calculation complexity for simple motion paths by building a cubic lattice in a 3D space.
- Maya, C++

A Better Maya Turntable Plugin *In Development*
- A plugin for Maya which will automatically place models into a turntable with customizable features and parameters. Provides automatic lightning for dramatic showcasing.
- Maya, Python

**For more projects and detail, visit my website at www.brysonlee.com*