|  |  |  |
| --- | --- | --- |
| **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 / Lucasfilm - Pipeline Engineer, Intern** | | *June 2017 - September 2017* |
| * As part of the global Pipeline Engineering team, 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 reachitecture 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 | | |
| **SCU Imaginarium Center for CG Research - Lab Assistant** | | *September 2016 - Present* |
| **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 | | |
| **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 | | |
| **Simple Lattice Constructs for 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 new turn table plugin for Maya which will automatically place digital models into a turntable with customizable features and parameters. Features automatic lightning for dramatic showcasing. * Maya, Python   *\*For more projects and detail, visit my website at www.brysonlee.com* | | |