

# Joe Withers

SOFTWARE DEVELOPER

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## About Me

Software developer with a passion for computer graphics, currently in the Visual Effects industry and developing software tools to improve various aspects of the production pipeline. Proficient with a variety of Visual Effects software tools and their respective APIs, keen to apply production experience in a new development environment, with goals to expand knowledge of real-time graphics development. Previously experimented with GPU acceleration to improve interactivity within artist tools as part of academic study. Adept problem solver and enthusiastic to learn from peers.

## Experience

### Moving Picture Company (MPC Film)

London, UK

SOFTWARE DEVELOPER

July 2018 - July 2020

- Working primarily on MPC's proprietary grooming system, Furtility, initially as part of a small show support team, and later as a dedicated cross-site product team.
- Collaborated on a redesign of Furtility's feather system to improve artist workflow on shows such as Maleficent 2, amongst others.
- Implemented a regression testing suite for Furtility, allowing for code changes to be validated against production assets.
- Working primarily with C++, Python, and Lua codebases.
- Experience working with Agile development methodologies.
- Screen credited on Maleficent: Mistress of Evil (2019), and Cats (2019).
- References available upon request.

### Moving Picture Company (MPC Film)

London, UK

SOFTWARE DEVELOPER (INTERN)

July 2017 - September 2017

- Worked for 2 months at their London studio as part of their 'First Step' internship programme.
- Assisted in the development of artist tools using Fabric Engine, as part of a small team.

## Technical Skills

### PROGRAMMING LANGUAGES

- Proficient with C/C++, Python.
- Familiar with Lua, Bash.

### SOFTWARE APIS

- Familiar with Boost, OpenGL, and Qt APIs.
- Experience using various Visual Effects APIs, including Maya, Katana, Alembic, and RenderMan.

### SOFTWARE

- Proficient using Git version control system.
- Familiar with development on using Linux systems.
- Familiar with various Visual Effects DCCs and renderers, including Maya, Katana, Houdini, and RenderMan.
- Experience configuring Jenkins CI/CD pipelines.
- Experience profiling and debugging using VTune and RenderDoc.

## Education

### Bournemouth University, UK

B.A. COMPUTER VISUALISATION & ANIMATION, FIRST-CLASS HONOURS

September 2015 - July 2018

- Studied the fundamentals of Computer Graphics techniques, Mathematics, and Computer Science.
- Relevant Modules: Principles of Rendering, Simulation Techniques.
- References from lecturers available upon request.

### Midsomer Norton Sixth Form College

A-LEVEL QUALIFICATIONS

September 2013 - September 2015

- Maths - A\*, Extended Project (Web Design) - A\*, Art - B, Photography - B, I.T. (AS) - C.

### Norton Hill Secondary School

GCSE QUALIFICATIONS

- Maths - A\*, Science - A\*/A, English - B/B, Art - A, Music - A\*, Graphics - C, German - A, I.T. - Pass, Philosophy - A.