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Rony Edde

VFX Developer / Technical Director

SKILLS

Software Development	Houdini HDK	Houdini Fluids	Houdini Particles	Procedural Modeling
Procedural Animation	Rigid Body Simulation	Shader Writing	Scripting	Computer Vision
ImageMagick (Magick++)	Qt/PyQt	OpenCV	OpenGL	CUDA

PROGRAMING LANGUAGES

C, C++, Python, Hscript, MEL, Java.

SOFTWARE

Houdini, Nuke, Maya, Katana, Microsoft Visual Studio C++, Texmaker, Matlab.

PLATFORMS

Linux, Windows 2000/NT/XP/7/10

PROFESSIONAL EXPERIENCE

- Apple, Cupertino, CA** **March 2017 - Present**
Software Engineer
Undisclosed
▪ Software
- Sony Pictures Imageworks, Vancouver, BC** **November 2014 - July 2015**
Senior FX Technical Director
Hotel Transylvania 2
▪ FX shot work.
- Industrial Light & Magic, San Francisco, CA** **March 2014 - June 2014**
FX Technical Director
Transformers: Age Of Extinction
▪ Hypno Transformation R&D and setup.
▪ FX shot work: Dynamic robot transformation, Engine thrusts, heat waves, debris and dust.
- Sony Pictures Imageworks, Vancouver, BC** **October 2013 - February 2014**
Senior FX Technical Director
The Amazing Spider-Man 2
▪ FX Destruction and water simulation shot work and setup.
- Method Studios, Santa Monica, CA** **April 2013 - June 2013**
FX Technical Director
Into The Storm (Category Six)
▪ FX shot work: Destruction smoke simulations, mist and rain.
- Rhythm and Hues, El Segundo, CA** **July 2011 - February 2013**
FX Technical Director
Into The Storm (Category Six)
▪ FX destruction R&D.

Life of PI
▪ Developed ocean whitecaps tools for all the whitecaps shots.
▪ FX shot work: Fluid simulations, rain volumes and drops, splashes and water sheeting,

Digital Domain, Vancouver, BC
FX Technical Director

June 2010 - May 2011

Transformers: Dark of the Moon

- FX shot work: Engine thrusts, heat waves and smoke.

Thor

- Developed tools for Storm (Digital Domain's proprietary volumetric renderer).
- Developed workflow tools and OTLs.
- FX shot work using Houdini fluids and Storm for the Bi-Frost effect, shock waves, ripples and smoke blasts.

ImageMovers Digital, San Rafael, CA
Senior Technical Director

December 2007 - June 2010

Mars Needs Moms!

- FX shot work (Particles and foam).

A Christmas Carol

- FX shot work (Houdini RBD simulations, dust, soot, fog vortex and ghost light streaks).

Pipeline tools

- Wrote OpenGL application for viewing GTO format geometry with textures, lighting, camera, display management and animated cache optimization.
- Gave Houdini classes for the FX department to help integrate Houdini.
- Wrote miscellaneous PyQt GUIs and tools for managing cache exports, both on the farm and locally.
- Wrote a node based character picker library and interface for Animation TDs.
- Wrote Houdini plug-ins for importing and exporting GTO format geometry.
- Wrote Houdini plug-ins for importing and exporting in house proprietary fluid data.
- Integrated Bullet libraries and Houdini plug-ins and implemented constraints into the Houdini Bullet plug-in.

LucasFilm Animation, San Francisco, CA
Animation Tools Engineer

April 2007 - November 2007

The Clone Wars and unannounced feature

- Wrote GTK GUIs and utilities for the animation pipeline.
- Ported tools from the ILM pipeline and added functionality to existing tools to seamlessly function in two separate pipelines.
- Gave Houdini classes at ILM and LucasFilm Animation.

The Orphanage VFX, San Francisco, CA
FX Technical Director

July 2006 - April 2007

Die Hard 4: Live Free or Die Hard

- FX shot work and pipeline development for highway elevation collapse sequence.
- Developed geometry fracturing tools for the highway.

The Last Mimzy

- FX shot work and shader development on Cocoon and Wormhole effects.

DNA Productions, Irving, TX
Technical Director (Layout, Set Dressing, Crowd and Animation Departments)

April 2005 - July 2006

The Ant Bully

- Wrote command line utilities for layout to accelerate workflow.
- Developed OTLs to assist layout artists in organizing assets and exporting plates and shots from Houdini to Maya and created utilities for assets and hierarchies and error checking.
- Released utilities both as GUI and non GUI versions for exporting entire sequences.
- Designed the layout pipeline tools in Houdini.
- Wrote a Houdini to Maya scene exporter that maintains hierarchy and animation.
- Fixed pipeline errors and assisted artists and TDs in solving problems.
- Developed self-contained programs with GUI that offer task scheduling and simulation and rendering automation.
- Created a channel converter that generates Massive™ camera data from Houdini files.
- Wrote command line utilities for parsing and modifying large files and manipulating data.
- Wrote MEL scripts that automate render processes and queues.
- Wrote MEL scripts for detecting and fixing errors.

EDUCATION

University of Pennsylvania, Philadelphia, PA

Currently Enrolled

- MSE in Computer and Information Science (ongoing).

Savannah College of Art & Design, Savannah, GA

Graduated May 2004

- B.F.A. in Computer Art.
- Final Project
 - Optimized rigging processes in Maya to increase real time performance.
 - Developed a car dynamics MEL script to create realistic car behavior.
 - Created a muscle setup and rig in Houdini with realistic deformations.
- Tutoring
 - Helped students in understanding dynamics, math and MEL scripting.
 - Helped students understand the basics of the French language.
- Awards
 - Scholarship for portfolio review.
 - Dean's list for 2 quarters.

Lebanese American University, Beirut, Lebanon

Fall 1999 - Summer 2001

- B.S. in Computer Science (unfinished).
- B.S. In Graphic Design (unfinished).

Grand Lycée Franco Libanais, Beirut, Lebanon

Graduated 1999

- Baccalauréat Français Scientifique Option Mathématiques.

PERSONAL

Pulsar: A Volume Modeling Plug-ins suite for Houdini:

Developed a volume modeling suite of multi-threaded plug-ins for Houdini designed to rasterise geometric input into very high resolution volumes using a custom Perlin noise implementation.

Siggraph 2012 Presentaion on Volume Modeling Plug-ins:

August 2012

Gave a technical presentation, tips and tricks and demo on the volume modeling techniques used by Pulsar.

Gigacon Presentation on Rendering Soft Particles/Sprites:

January 2010

Gave a technical presentation on how to setup and render soft particles/sprites.