

# Resume - Mike Boers

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## EDUCATION and EMPLOYMENT

- Sept. 2011 to Dec. 2011 **Teaching Assistant** for CS314 “Computer Graphics: Rendering” at UBC.  
*Developed practical assignments and directed labs, focussing primarily on the OpenGL pipeline, but also covering the basics of raytracing.*
- Sept. 2011 Accepted to **MSc Graduate Program** in Computer Science at UBC.
- May 2011 to present **Research Assistant** in PSM/Imager lab at UBC for Dr. Wolfgang Heidrich (to Oct 2011) and Dr. Alla Sheffer. *Developed software to accurately or aesthetically (depending on the project) render novel datasets, including multi-spectra data and normal field representations of objects.*
- Oct. 2010 to March 2011 **VFX Technical Director and VFX Software Developer** at Spin VFX.  
*Developed lighting and rendering software (e.g. shaders, plugins for Maya and RenderMan, etc.), while offering expert technical direction primarily to lighters to devise methods to achieve their aesthetic goals, but also crowd sim, effects, and compositors.*
- Jan. 2010 to present **Freelance VFX Supervisor, Technical Director, Developer, and Artist.**  
*Offering a full gamut of VFX services from pre-production through to post-production to independent short films.*
- Aug. 2008 to Jan. 2010 **VFX Research and Development, VFX Artist** at Pix Ray VFX.  
*Developed lighting and rendering software (e.g. shaders, plugins for Houdini and RenderMan, etc.), focussing primarily on volume rendering and efficient generation of massive amounts of geometry at render-time.*
- July 2008 to Aug. 2008 **Intern; VFX Research and Development, VFX Artist** at Pix Ray VFX.  
*Developed render efficient crowd simulation software, while matte painting and compositing.*
- 2005 to present **Freelance Cinematographer and Editor.**
- 2004 to 2008 **Honours BFA in Film Production** at York University.
- 2004 to present **Freelance Photographer.**
- 2002 to present **Freelance Web Developer.**

## RECENT FILMOGRAPHY

- VFX Consultant** - “Laughing Out Loud” by Dan Clements. Comedy, RED, 2012.
- VFX Lighting Technical Director** - “The Borgias” (episodes 4-9) produced by Showtime. Drama, 55 min per episode, HD, 2011.
- VFX Software Developer** - “The Borgias” (episodes 1-9) produced by Showtime. Drama, 55 min per episode, HD, 2011.
- VFX Supervisor and Producer** - “Blindspot” by Matthew Nayman. Drama, 5 min, HD, 2010. Official selection at 2012 Miami International Film Festival, 2011 Leeds International Film Festival, 2011 Austin Film Festival, and 2011 Toronto After Dark Film Festival.

**VFX Supervisor** - "Edward" produced by Major St. Productions. Drama, 8 min, HD, 2010.

**VFX Artist** and **VFX Software Developer** - "Asteroid Impact" produced by TV6 LTD Great Britain / BBC. Documentary, HD, 2009.

**VFX Artist** and **VFX Software Developer** - "Mayday" (season 8) produced by Cineflix. Documentary, 43 min per episode, HD, 2009.

**VFX Artist** - "Vote 08" US Presidential Election commercial bumpers, produced by ABC. HD, 2008.

**VFX Artist** and **VFX Software Developer** - "Mayday" (season 7) produced by Cineflix. Documentary, 43 min per episode, HD, 2008.

**VFX Supervisor** - "The Black Shell" by Matthew Nayman. Drama, 18 min, HD, 2008.

**Editor** - "The Black Shell" by Matthew Nayman. Drama, 18 min, HD, 2008.

**VFX Supervisor** - "Freezer Repairs" by Amanda Fahley. Drama, 14 min, Super 16mm, 2008.

**VFX Supervisor** - "Inconvenience" by Elli Weisbaum. Comedy, 17 min, 35mm, 2008.

**VFX Supervisor** - "Outpost 62" by Luke Van Osch. Drama, 5 min, Super 16mm, 2008.

**Editor** - "Outpost 62" by Luke Van Osch. Drama, 5 min, Super 16mm, 2008.

**VFX Supervisor** - "A Stir in the Forest" by Madeline Sims-Fewer. Drama, 16 min, HD, 2008.

## SUMMARY of KEY SKILLS and AREAS OF FOCUS

- Experience compositing, motion tracking, chroma-keying, and matte painting.
- Experience with on-set visual effects coordination for several short films.
- Experience as first and second editor on a variety of dramatic, comedic, documentary, corporate, and experimental films.
- Experience with SideFX Houdini, Autodesk Maya, Pixar PRMan, SiteX Graphics AIR, DNS Research 3Delight, Animal Logic MayaMan, Foundry Nuke, eyeon Fusion, Adobe After Effects, Pixel Farm PFTrack, Imagineer Systems Mocha, Adobe Photoshop, Apple Final Cut Pro, Maxon Cinema 4D.
- Knowledge and experience developing software to integrate with or extend RenderMan compliant renderers (e.g. shadeops, RiFilters, procedurals, etc. for all three), SideFX Houdini, Autodesk Maya, and Animal Logic MayaMan.
- Knowledge and experience developing varied shaders for RenderMan compliant renderers, SideFX Houdini (i.e. mantra), OpenGL, and several proprietary renderers.
- Understanding of many of the algorithms and technology behind the entire rendering pipeline, both offline (e.g. REYES/rasterization, raytracing) and realtime (e.g. OpenGL rasterization).
- Understanding of many technical photographic concepts, encompassing optics, image capture and signal processing.
- Knowledge and experience in the theory and practice of software development covering many realms, from dynamically translated and interpreted languages all the way to the bare metal.
- Highly proficient with applied mathematics and physics (often scoring the highest final grade in classes otherwise filled with math or physics majors).
- Knowledge and experience with server side web development (with Python, Ruby, and PHP).
- Knowledge and experience with the inner workings of the CPython implementation, writing extension modules with Cython or directly in C, and embedding CPython into other applications.
- Knowledge and experience with varied cryptographic primitives and open source cryptographically based protocols (e.g., oauth, openid, HTTP authentication, GPG, SSH, etc.).
- Discipline in applying highly technical knowledge in such a way that my work exists solely to tell the story and not to be idolized for its own merits.