

mike boers

RENDERING • LIGHTING • FX • PIPELINE

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EDUCATION and EMPLOYMENT

- Feb. 2015 to present **VFX Pipeline Technical Director** at Western Post. *Wrote REYES and RIS shaders for transition to RenderMan. Built local Shotgun cache for speed and redundancy. Started queueing jobs based on Shotgun events. Integrated Qube and Shotgun into Slack for keeping everyone in their various loops. Provided technical assistance to artists.*
- Nov. 2013 to Nov. 2014 **Digital Negative Pipeline Consultant** at Fluent Image. *Worked towards moving from offering a feature film image pipeline as a service to offering it as a product. Designed an execution environment for each show to inherit from and extend the core pipeline. Built a general model to represent all the complexity of a VFX heavy feature film. Solved show-stopping and/or day-to-day digital negative related production problems.*
- April 2014 to June 2014 **VFX Pipeline Consultant** at Western Post.
- July 2012 to April 2013 **VFX Pipeline Technical Director** at Western Post. *Overhauled the execution environment, and instigated testing, documentation, and code release procedures. Integrated Shotgun directly into the pipeline, including automatic dependency tracking, streamlining communication between departments. Provided technical assistance to artists.*
- May 2011 to Jan. 2013 **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.*

RECENT FILMOGRAPHY

- VFX Pipeline/Render Technical Director** - "Pup Star" produced by AirBud Entertainment. 2016.
- VFX Pipeline/Render Technical Director** - "Monkey Up" produced by AirBud Entertainment. 2015.
- Digital Negative Pipeline Developer** - "Exodus: Gods and Kings" produced by Fox. 2014.
- VFX Pipeline Technical Director** - "Russell Mania" produced by Keystone Entertainment. 2014.
- Digital Negative Pipeline Developer** - "Godzilla" produced by Legendary Pictures. 2013-2014.
- VFX Supervisor and Producer** - "Shadows in the Grass" by Matthew Nayman and Mike Boers. 2014.
- Digital Negative Pipeline Developer** - "X-Men: Days of Future Past" produced by Fox. 2013-2014.
- VFX Pipeline Technical Director** - "Super Buddies" produced by Keystone Entertainment. 2013.
- VFX Lighting Technical Director** - "The Borgias" (episodes 4-9) produced by Showtime. 2011.
- VFX Software Developer** - "The Borgias" (episodes 2-7) produced by Showtime. 2011.
- VFX Artist and Producer** - "Blindspot" by Matthew Nayman and Mike Boers. Official selection at 2012 Miami International Film Festival, 2012 London Sci-Fi Film Festival, 2012 Boston Sci-Fi Film Festival, 2012 Mississauga Indie Film Festival, 2012 Toronto Indie Film Festival, 2011 Leeds International Film Festival, 2011 Austin International Film Festival, and 2011 Toronto After Dark Film Festival. 2010.
- VFX Artist and VFX Software Developer** - "Mayday" (season 8) produced by Cineflix. 2009.

SUMMARY of KEY SKILLS and AREAS OF FOCUS

- Experience as an artist with much of the VFX pipeline, including: modeling, texturing, shading, lighting, rendering, compositing, match moving, motion tracking, chroma-keying, and matte painting.
- Experience as first and second editor on a variety of dramatic, comedic, documentary, corporate, and experimental films.
- Experience as an artist 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, Maxon Cinema 4D.
- Experience developing a VFX pipeline, collecting and designing requirements, developing tools (many integrating with the Shotgun API), and training artists with their use.
- Knowledge and experience developing software to integrate with or extend RenderMan compliant renderers (e.g.: shadeops, RiFilters, procedurals, etc.), SideFX's Houdini, Autodesk's Maya (e.g. plugins, Qt-based and stand-alone tools), Animal Logic's MayaMan, The Foundry's Nuke, Tweak Software's RV, Pixel Farm's PFTrack, etc..
- Knowledge and experience developing varied shaders for RenderMan compliant renderers, SideFX Houdini (i.e. mantra), Autodesk's mental ray, OSL, SeExpr, OpenGL, and proprietary renderers.
- Understanding of many of the algorithms and technologies behind the rendering pipeline, both offline (e.g. rasterization and raytracing) and realtime (e.g. OpenGL rasterization, deferred shading).
- Understanding of many technical photographic concepts, encompassing optics, image capture, signal processing, and methods under the umbrella of computational photography.
- 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 as a film major scoring the highest final grade in classes otherwise filled with math or physics majors).
- Knowledge and experience with server side web development (with Python, and PHP).