

Resume - Mike Boers

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EDUCATION and EMPLOYMENT

- Sept. 2011 to Dec. 2011 **Teaching Assistant** for CS314 "Computer Graphics: Rendering" at UBC.
- Sept. 2011 Accepted to **MSc Graduate Program** in Computer Science at UBC.
- May 2011 to Jan. 2012 **Research Assistant** in PSM/Imager lab at UBC for Dr. Wolfgang Heidrich and Dr. Alla Sheffer.
- Oct. 2010 to March 2011 **VFX Technical Director and VFX Software Developer** at Spin VFX.
- Jan. 2010 to present **Freelance VFX Supervisor, Technical Director, Developer, and Artist.**
- Aug. 2008 to Jan. 2010 **VFX Research and Development, VFX Artist** at Pix Ray VFX.
- July 2008 to Aug. 2008 **Intern; VFX Research and Development, VFX Artist** at Pix Ray VFX.
- 2004 to 2008 **Honours BFA in Film Production** at York University.
- 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 Artist** - "The Dead Girl" by Alex Unger. Drama, 11 min, HD, 2008.
- VFX Supervisor** - "Freezer Repairs" by Amanda Fahley. Drama, 14 min, Super 16mm, 2008.
- VFX Supervisor** - "Harvest Dance" by Juan Manuel. Drama, 9 min, 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 Artist** - "A Pretty Funny Story" by Evan Morgan. Comedy, 27 min, HD, 2008.
- VFX Supervisor** - "A Stir in the Forest" by Madeline Sims-Fewer. Drama, 16 min, HD, 2008.
- VFX Supervisor** - "A Fear of Light" by Simone Roper. Drama, 12 min, Super 16mm, 2007.
- VFX Artist** - "The Good Son" by Amar Wala. Drama, 14 min, Super 16mm, 2007.
- VFX Artist** - "Minimum Buy-In" by Maria Ponnambalam. Drama, 16 min, Super 16mm, 2007.
- Editor** - "Fare" by Matthew Nayman. Drama, 13 min, HD, 2007.

SUMMARY of KEY SKILLS and AREAS OF FOCUS

- Experience as first and second editor on a wide variety of dramatic, comedic, documentary, corporate, and experimental films.
- Experience compositing, motion tracking, chroma-keying, and matte painting.
- Experience with on-set visual effects coordination for several short films.
- Experience as lighting, shading, and rendering Technical Director.
- 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 Pixar PRMan, SiteX Graphics AIR, DNS Research 3Delight (e.g. shadeops, RiFilters, procedurals, etc. for all three), SideFX Houdini, Autodesk Maya, and Animal Logic MayaMan.
- Knowledge and experience developing varied shaders for Pixar PRMan, SiteX Graphics AIR, DNS Research 3Delight (including co-shaders via RSL 2.0), SideFX Houdini (i.e. mantra), and OpenGL.
- 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).
- 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, including classical mechanics and rigid dynamics (often scoring the highest final grade in classes otherwise filled with math or physics majors).
- Knowledge and experience with server side web development and network transport mechanisms.
- Knowledge and experience with Python, 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.).
- Understanding of many technical photographic concepts, encompassing optics, image capture and signal processing.
- 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.