

NICK GRAY

March 2015

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OBJECTIVE

To utilize my skills as a technical artist and programmer, focused on creating content and art production tools for an established animation, visual effects, or interactive entertainment company.

SUMMARY

- Over twenty-five years of production experience with film/video, games, and multimedia CGI
- Comprehensive knowledge of 3D animation, software development, and computer graphics
- Strong communication, documentation, training, and software design skills

EMPLOYMENT HISTORY

2012 -	Independent Developer	AVMDev/Tapstar Interactive	Vancouver, BC
Developing Indy video games with Unity, Maya, and Photoshop. Primarily focused on C# programming in Unity. - Boulderdash 30th Anniversary, Mutant Enemies (unreleased), and Ultimate Boarder/Mtn Dew (unreleased)			
2011 - 2012	Technical Director	The Embassy VFX	Vancouver, BC
Technical director and IT manager for "Cowboys and Aliens", "Battleship", and commercial projects.			
2007 - 2010	Technical Director	Five VFX	Vancouver, BC
Technical director and IT manager for "Riverworld", "Knights of Bloodsteel", "Flash Gordon", and "Love".			
2005 - 2007	Technical Director	Bullseye/CASL Animation	Toronto, ON
Technical director and IT manager for "Monster Warriors".			
2004 - 2005	Technical Director	Fireworks/BLT	Vancouver, BC
Technical director and IT manager for "Andromeda".			
2003 - 2004	Technical Director	Sony Pictures Imageworks	Los Angeles, CA
Technical director - vetted all geometry and texture data created for "The Polar Express". Developed extensive set of modeling and texturing tools used within Maya.			
1984 - 2002	Additional Background		
My experience prior to 2003 includes software development, visual effects supervision, creative direction, broadcast animation, multimedia production, game design, game illustration, and network administration. I also taught 3D animation at Sheridan College between 1992 and 1994.			

EXPERTISE

3D ANIMATION AND TECHNICAL ART

- Over twenty-five years of 3D production experience using Maya, Houdini and other packages
- Over thirty years of 2D art production experience
- Programming and procedural animation with C#, C++, Python, MEL, and other scripting/command-line tools
- Experience with compositing and coding using Nuke

SOFTWARE DEVELOPMENT

- Extensive modeling and texturing tool development with Python + QT, MEL, and C++
- Web development experience focusing on PHP, SQL, and JavaScript
- Development experience with Direct-X, various commercial APIs, and RenderMan

ADDITIONAL INTERESTS

- Gourmet cooking, cinematography, documentaries, game design, screenwriting, and strong coffee

EDUCATION

- 1991 Sheridan College - Media Arts and Computer Animation Oakville, ON

REFERENCES

Demo reel is available on-line at www.avmdev.com. References and other materials are available upon request.