Len White

Skills

- C++ plugin and application development
- Mel, Python, & Perl scripting
- Node-based shader development and lighting
- Maya, Renderman, Mental Ray and Houdini proficient
- Working proficiency with concepts and approaches in modeling, animation, lighting, and compositing.

Employment History

Templeman Automation, Boston, MA — 2008-Present

Designer / Programmer

Real-time Ocean Wave Visualizer
- Designed and co-implemented a real-time simulation of realistic breaking and crashing waves in a nearshore environment for Navy client. This includes an OpenGL-based rendering pipeline that integrates a library of pre-defined wave cross-sectional morph targets with real-time lofting, custom GLSL shaders and integration into background inverse-FFT-based open ocean wave scenery. Code was implemented inside of an open source C++ scene graph library.
- Performed early prototyping in Houdini by modifying an existing ocean wave plugin written in C++ to accommodate custom wave spectra derived from oceanographic literature.
- Currently co-porting to a web application using Java and Google Web Toolkit. Pipeline is being re-engineered in pure OpenGL using a custom engine.

3D Naval Aircraft Carrier Flight Deck Simulator
- Designed and implemented a real-time interactive aircraft carrier simulator tool in C++ using Open Scene Graph for the US Navy.
- Modification of available vehicle models in Maya.
- Construction of basic system of low-LOD on-deck personnel sprite cards.

Designer/Programmer/Artist

Multitouch Flash Game Demos
- Created three proof-of-concept Flash games for use with in-house large-format multi-touch "Playsurface" system including rendering of all 2D and 3D artwork in Flash, Illustrator, Photoshop, and Maya.
- Demoed at CES 2013 booth.

Sony Pictures Imageworks, Culver City, CA — 2001-2007

Lighting & Compositing Lead
Ghostrider (feature film) — 2006
- Co-developed lighting and compositing pipeline in Maya and proprietary lighting and compositing packages.
- Supported team of lighting artists throughout production.
- Lit, rendered, & composited shots.

CG Environment Team
Spiderman 2 (feature film) — 2004
- Developed animation and lighting pipeline for CG cars and pedestrians using Maya and proprietary toolchain.
- Worked with modelers and other environment artists to integrate assets into shots.
- Lit, rendered, & composited environments.

Pipeline Development Team
Stuart Little 2 (feature film)   2001
- Co-developed a 'talking animal' pipeline for the film that integrated animated CG face elements with live-action footage. Included working with animation, modeling, and match-move departments to integrate approaches.
- Wrote custom Renderman shaders for generating specialty matte and other render passes for compositing.
- Oversaw and supported lighting, compositing and other artists to ensure efficient workflow.

Rhythm & Hues Studios   1998-2001

Pipeline Setup TD / Lighting TD
Cats & Dogs (Feature Film)   2000
- Worked with lighting, animation, and modeling staff before production commenced to develop approaches for workflow automation and efficiency, including custom scripts and tools.
- Supported artists throughout production by responding to needs, updating tools, and on-the-fly script assistance.
- Lit and composited shots.

3D Asset Revision Control System   2000
- Co-developed a database-driven art asset revision control system for use by artists in large-scale collaborative production environment.
- Created a ticket-tracking system in Perl for use by studio, including security.

Other Work

Feature Film Visual Effects
- *The Green Mile*, Pipeline TD
- *The 6th Day*, Pipeline TD
- *Rugrats in Paris: The Movie*, Pipeline TD
- *Matrix Revolutions*, Lighter/Compositor
- *Prize Winner of Defiance, Ohio*, Pipeline Lead/Lighter
- *The Polar Express 3D*, Pipeline/Lighting Lead

Photoshop Digital Painting Tool
Programmer/Designer

- Developed and maintain Painters Wheel, a Flash-based color picking plugin for Photoshop, used by thousands of digital artists internationally.

Education

Bachelors, Physics, Rutgers College, New Jersey

Master of Science, Physics, U.C. Irvine

Contact

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