

Eric Rosenthal

13715 Eldridge Avenue - Sylmar, California 91342

818-521-2948

eric30202002@yahoo.com

OBJECTIVE

To work in production developing computer graphics software for compositing or effects animation.

EDUCATION

University of California at Davis

Master of Science in Computer Science, 1998. Concentration in Computer Graphics.

University of Maryland at College Park

Bachelor of Science in Computer Science, 1995. Minor in Studio Art.

EXPERIENCE

Digital Production Analyst

October 2002 - Present

Disney Television Animation - Burbank, California

- In addition to the responsibilities of my previous position, assist production with immediate needs by troubleshooting Maya problems and fixing broken scenes from overseas studios.

Software Engineer

April 1999 - October 2002

Disney Television Animation - Burbank, California

- Wrote, debugged, and documented 2d and 3d software for production such as USAnimation compositing plug-ins, MEL scripts, and reusable Maya scenes.
- Obtain and implement feedback from production on how to improve our tools.

Technical Assistant

November 1998 - April 1999

Sony Imageworks - Culver City, California

- Wrote scripts to monitor disk space and automate various tasks.
- Performed daily backups and monitored render queues.

KEY PROJECTS

As a Digital Production Analyst and Software Engineer for Disney Television Animation:

Developing tools to automate particle sprite setup and export particle RIB files for rendering using AIR.

Implemented Ken Perlin's Flow Noise from SIGGRAPH 2001 sketch.

Implemented traditional and radial Perlin Noise with antialiasing.

Developed workflow and software to register hand-drawn and 3D animation..

Extensive improvements to proprietary disk-based image playback software.

Extensive improvements to proprietary texture blending and projection software.

Trained Technical Directors to use INKA (Disney's proprietary cartoon line shader)

Created reusable Maya scenes for rain, water ripple, and splash effects using sprites.

In my spare time:

Completed several short movies with live action footage and computer generated effects.

As a UC Davis Graduate Student:

Implemented Octree data structure for fast selection of grid geometry.

Implemented 2D line segment morphing algorithm.

Implemented Marching Cubes scientific visualization algorithm.

Wrote raytrace renderer and scanline polygon renderer with Phong shading.

COMPUTER SKILLS

Languages: C, C++, Perl, MEL

3D Software: Maya

2D Software: Shake, USAnimation, Aftereffects, Photoshop

API: Maya, USAnimation, Open GL

REFERENCES

Available Upon Request.