

Brad W. Falk
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Professional Experience

7/12 - Present Picture This Animation - Lighting Supervisor - Lego TV series. Design infrastructure to add render and comp capabilities. Design and implement render pipeline, render server, queueing system. (Vray, Nuke, Royal Render, pipeline tools) As well as manage lighting department and staff.

11/11 - 5/12 Sony Pictures Imageworks - Lighting and Lookdev - MIB3 and The Amazing Spiderman using Arnold and Katana.

11/10 - Present Lollipopshaders - Co-Owner and Shader writer/developer. Developing ri-spec shaders for film/tv production. www.lollipopshaders.com

8/8 - 11/10 - Image Movers Digital - Look Development Lead - A Christmas Carol, Mars Needs Moms, Yellow Submarine

11/07 - 8/08 Framestore-CFC London - Look Development/Lead Lighter - Hair/Armor Dev look for The Golden Compass Polar Bears. Lighting lead on bear sequences.

05/06 – 11/07 Rising Sun Pictures - Lighting TD/ Pipeline Development - Light/render/comp on Charlottes Web. Help re-design and write pipeline structure for further shows.

07/05 – 05/06 Disney Feature Animation - Pipeline TD/Lighting TD. Light/render/comp for a Meet the Robinsons. Initially worked to design, build, and implement a new production pipeline for Pixar sequels at “Circle 7” studio.

01/05 - 04/05 ILM - Technical Director - Lighting, Particle Effects, Compositing for Star Wars "Episode III"

08/04 - 11/04 Fame Post Production - Technical Director/Pipeline Designed new hardware/software pipeline including shader's, renderer's, look development, and compositing setup. Completed initial look development work “King Naraesuan”.

11/03 - 8/04 ILM - Technical Director - Lighting, compositing. particle effects. Van Helsing, Master and Commander, Timeline, Tears of the Sun, MIB2.

08/02 - 11/03 ILM - Assistant Technical Director - Software/Hardware support. Responsible for pipeline issues including script updates/fixes or writing new tools.

02/00 - 08/02 ILM - Systems Engineer/Systems Maintenance/Systems Administrator - Specialized in debugging rendering processes. Debug errors to locate and fix problems for render errors or failures.

07/98 - 2/00 Devlin Design Group - Physical Set and Virtual Set Design - Systems Engineer/Systems Administrator/Real-Time Modeler - Creation and conversion of real-time VR designs. Maintaining network servers and desktops. Integration of virtual studios into broadcast and production facilities.

01/98-7/98 Accom Incorporated - "Elset" Virtual Set Specialists, 3D Graphics Artist/Assistant Technical Engineer. Created virtual set environments, 2D graphics, setup video hardware and software for internal and external.

Education

8/95-8/97 Bachelor of Arts in Computer and Video Imaging - Cogswell Polytechnic College, Sunnyvale CA

8/93- 8/95 Associate in Arts - Mount San Antonio College, Walnut, CA

8/92-8/93 Mechanical Engineering Major - Sierra Junior College

Skills:

Modeling/Rendering/Animation

- Maya
- Houdini
- XSI
- Prman, Air, 3Delight, Arnold
- Massive (simulation system)
- ILM internal software
- Disney internal software
- Katana

Compositing Software

- Shake
- Nuke

Programming

- Python
- Unix shell
- Mel
- RSL (for prman/3delight)
- OSL (Open Shading Language, used in Arnold and V-Ray)

Operating Systems

- Linux
- Windows (all versions)
- Some Mac OSX

Achievements and Honors

- Helped set up an on set ILM specialized camera tracking system for

the film A.I. (Artificial Intelligence) Integration of multiple virtual set systems in numerous broadcast/production facilities.

- DP film "Digital Purgatory"

- Lighting Technician, 2nd Camera operator. "Malestrom II "