

Lewis Wakeland

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Software Engineer

3-09 to Present

Software Engineer

Digital Domain

300 Rose Ave.
Venice CA 90291

Responsible for the Dailies System, development, testing and deployment. : Ingestion (shoot2x, shooter) , storage, and display (DMX). Support productions as required. System operates in four locations, plus on location systems and director review stations, supporting over 500 users. System involves Python, C++, Qt, MySql, Shotgun and RV.

3-08 to 11-08

Sr Software Engineer

Method Studios

1546 Seventh Street
Santa Monica CA 90401

The software developer for the 3d Artists. Developed tools for new looks in commercials. Developed pipeline tools to enhance production. Development in python in Linux, Windows, Maya and Houdini. Support Maya, Houdini, Qube, Massive, Mantra, Mental Ray and VRay.

6-00 to 10-07

Sr Software Engineer

Walt Disney Animation Studios

500 South Buena Vista St.
Burbank CA 91521

Co-Principal designer, of Disney's in house lighting tool (Lumiere), used in Look Development, Effects and Shot Finalling. Tool provides graphical interface for lighting and material adjustment, simplified control of Maya to Inventor converter system, control of Disney pipeline and presentation to user of resulting images. Responsible for interfacing with artists and show leads for both new feature development and correction of problems.

Principal Investigator/Developer of project to integrate the Gelato renderer into Disney pipeline. Abstracted the Maya render interface to allow selection of Prman renderer and it's variables and Gelato's render and it's variables. Abstracted slo interface to allow use of either Renderman or Gelato Shaders. Revised shader DSO's to account for SIMD shading methods. Revised fur tools to create Gelato primitives. Created new pipeline actions to allow rendering with Gelato both on and off the render queue. Created inventor action to generate Gelato scene graphs.

Develop with:

C, C++ , Perl, Python
Maya API, MEL, Python
Open GL, Open Inventor
Renderman Rib
Renderman Shading Language

Credits :

Reign of Fire
Treasure Planet
Brother Bear
Home on the Range
Chicken Little
Meet the Robinsons

3-96 to 6-00**Displays and Controls Electronic Lead
Member Technical Staff****Litton Guidance and Control**
Northridge, CA 91324

Developed graphics products for IRAD and production. Leader of design teams responsible for real time display systems presenting graphics and live video. Systems also responsible for interfacing with various aircraft sensors and actuators. Coding and debugging in VHDL and C++.

Developed software/images for presentation on 3D (no goggles, no glasses) display system. Developed system with real-time alpha blending of synthetic and live video. Developed modular display architecture now used for all display products (see paper).

3-96 to 6-00

(Concurrent with Litton)

InstructorCGI Rendering
CGI Introduction and Animation**UCLA Extension**

Los Angeles, CA

Co-Developed Open Inventor to OpenGL scene graph parser with multiple extensions for animation class. Added Particle system, indirect and animator nodes. Developed raytracer, rib files and shaders for rendering class. Conduct software classes involving Renderman Rendering, shaders, rendering techniques, OpenGL, scene graphs and animation techniques.

**10-92 to 3-96.
Project Engineer****Vista Controls Corp**
Valencia CA 91355

Project Engineer for VME based control systems, high speed network and graphics projects/products. Projects include stereoscopic head mounted display, VME based FDDI and CDDI designs, and closed loop control systems. Developed VME control systems for helicopters and MIA2 autoloader..

**6-84 to 10-92
Lead, Electronic
Design Group****Whittaker Electronics Systems/
Ocean Technology Inc.**
Simi Valley, CA 93063-3349**10-1-79 to 6-1-84
Senior Engineer****Litton Data Systems**
Agoura Hills, CA 91376-6008

Papers/Sketches :Wrangling lighting and rendering data
at Disney Feature Animation
Siggraph 2004Smart Multi Function Displays
Litton Adv. Eng. Conference 1999**Education :**California Polytechnic State University
San Luis Obispo , CAB.S. Engineering
Technology-Electronics