RYAN R BLAND

www.ryan-bland.com

LANGUAGES	TECHNOLOGY	SOFTWARE
Python	PyQt	Maya, Houdini
C++, C#	Qube	Mari, Nuke
MELScript	SVN, Git	RV, FFmpeg
HLSL, RSL	Alembic, OpenEXR	MtoA, MayaMan
Bash, CShell	MongoDB, PostgreSQL	Mantra, RenderMan, Arnold

QUALIFICATIONS

- Significant experience creating tools & plug-ins for Maya, Houdini, Nuke, and Arnold.
- Quick and independent adaptation to new applications and technologies.
- Capable of producing robust object-oriented software in a variety of languages.
- Expert level UI and UX design using PyQt, HTML/CSS, GLUT and XNA.
- Commitment to the highest degree of quality in my work.
- Excellent communication skills and team experience.
- Passion for CGI using both offline and real-time technology.

EXPERIENCE

Pipeline Architect for Reel FX Creative Studio

December 2009 – Present

- Designed and implemented core studio pipeline and API.
- Integrated new software as production demands required.
- Led and mentored development team. Made key pipeline implementation decisions.
- Engineered a flexible development workflow that manages parallel code states to support simultaneous productions with unique requirements.
- Integrated and administrated a Mongo and a PostgreSQL database.
- Implemented an ORM to standardize data models and provide easy data access for other developers.
- Implemented a media submission process to format and track production media.
- Planned and authored a development process - leveraging Buildbot - to provide automatic build, test, deploy and integration of software into the studio across multiple platforms.
- Authored a cross platform API to submit jobs to the render farm.
- Implemented a variety of artist tools across multiple productions.
- Created a flexible system for defining configurations to control all aspects of the production pipeline including:
    - Code integration (roll forward/roll back/lock down)
    - 3rd party software versions
    - Farm usage
    - Cinematic settings (frame rates, camera, resolution)
    - File formats

Game and Pipeline Developer for Texas Engineering Experiment Station

January 2009 – December 2009

- Utilized C# and XNA to program an educational FPS-style game.
- Authored a custom game engine with 2D and 3D rendering. Features include:
    - Automatically generated GPU shaders
    - Light baking
    - Post processing effects (halation, outer glow, blur)
    - Simple physic engines using R-K integration
    - Ray hit test using KD-tree

Senior Graphic Designer for Net Perspective

January 2006 - January 2009

- Created web applications and animations using Adobe Flash and ActionScript.
- Designed and developed websites using HTML, CSS, JavaScript, and PHP.

EDUCATION

Texas A&M University

- 3 Years in M.S. Visualization Sciences, GPR 3.8
- B.S. of Environmental Design, 2006. Graduated Summa Cum Laude

REFERENCES AVAILABLE BY REQUEST