

# Shane Aherne

Technical Director

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## Education

### **MSc Computer Animation, Distinction,**

**2004 – 2005**

### **National Centre for Computer Animation, Bournemouth University, UK**

- Successfully completed MSc. in Computer Animation. Received a distinction for both Post Grad and joint highest distinction for final Masters.

- Masters Thesis

Based on the Siggraph paper 'Automatic Motion Capture Blending Application using Registration Curves'  
Created in C++ and built around the FBX SDK. Full details at <http://www.shaneaherne.com>

- Areas of study include:

- Computer Animation Techniques and Tools: Maya, Renderman, Houdini, Shake
- Visual Theory & Practice: Cinematography, Storyboarding, Animatics
- Programming for Graphics: C++, OpenGL, Shader writing
- Computer Graphics Fundamentals: Math for Computer Graphics
- Computer Animation Theory and Practice: Algorithms such as Flocking, Fluid and Cloth

### **Computer Science, University College Cork, Ireland**

**1999 - 2004**

### **Honours Bachelor's Degree**

- During this 4-year degree worked on various media related subjects, these include projects in VRML, JavaScript, Adobe After Effects, MacroMedia Flash. Programming languages within the degree include Java, C, ASP, PHP, Perl, and SQL

- Final year project: developing and demonstrating a range of plugins for Computer Animation. This Project won the 'Top Final Year Project Award 2004' in the Computer Science Faculty, in which over 120 projects were assessed.

## Employment

### **Lighting TD, The Ant Bully, CG Animated Feature for Warner Bros.**

**12/2005 - Present**

### **DNA Productions, Dallas, Texas**

#### Responsibilities Include

- Troubleshooting Lighting, Animation, Texturing, Rendering and Effects issues. Lead point person for Lighting issues.
- Lighting and Compositing film shots and interstitials
- Developing and maintaining Houdini Digital Assets, providing lighting artist with tools to enable efficient lighting setups
- Developing tools for effective rendering using Perl, PHP, SQL, Renderman, and Hscript
- VFX artist on several particle based Houdini effects shots
- Software Includes:
  - Houdini
  - Renderman and Slim
  - Nuke
  - Maya
  - Sun Grid Engine

### **Intel Ireland, Leixlip, Co. Kildare, Ireland**

**5/2002 - 5/2003**

### **Systems Analyst, Business Support Group**

Spent one year in Intel as part of course work placement. Within Intel worked within the Information Systems Group.

- Specific role was developing applications, which were used by varied departments within Intel.
- Worked with ASP, SQL server, JavaScript, HTML, Photoshop, and Macromedia Flash.

## Awards and Achievements

- Finalist in the University College Cork Entrepreneurship Awards 2004
- Overall Winner of the National School and University Internet Awards 2000  
Received a €2,000 grant from the Irish Minister for Communication, for a perl based metasearch engine titled 'SearchingIreland', developed while at University College Cork.

## Hobbies and Interests

- 3 Years at Cork Campus Radio as a producer and presenter of the Breakfast show.
- Member of University College Cork Rugby Team for the 2003-2004 season
- Member of The University College Cork sailing Team 2001 - 2002
- Regular tournament tennis player
- Qualified shore based Yachtmaster

References available upon request