

CV of Shane Aherne

Technical Director

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Employment

Shader Writing, Look Development and Lighting TD, Harry Potter and the Deathly Hallows,

06/2010 – Present

Rising Sun Pictures, Adelaide, Australia

- Developing Renderman Shaders and solutions for key character work
- Pipeline tool development
- Setting up Key Lighting

Software and Languages Include:

- Maya - Renderman - Python
- Mel - Shake - Renderman Shading Language

Head of 'Proof of Process' Look Development and Lighting, John Carter of Mars, Disney/Pixar Feature,

06/2009 – 05/2010

Double Negative, London, UK

- Head of creature Look Development and Lighting for "Proof of Process" test
- Pipeline tool development

Software and Languages Include:

- Maya - Renderman - Python
- Mel - Shake

TD, Green Zone, VFX Feature, 03/2009-06/2009

Double Negative, London, UK

- Developing tools and render solutions for complex fly-over shot
- Lighting
- Texturing and Look Development

Software and Languages Include:

- Maya - Renderman - Adobe Photoshop
- Mel - Shake - Renderman Shading Language

Look Development, G.I. Joe - Rise of the Cobra, VFX Feature, 11/2008 – 03/2009

Moving Picture Company, London, UK

- Main Look Development for ice-tunnel sequences
- Key lighting for ice-tunnel sequences

Software and Languages Include:

- Maya - Renderman - Shake

Key Lighter, The Tale of Despereaux, CG Animated Feature for Universal, 06/2008 – 11/2008

Framestore, London, UK

- Developing the lighting direction of multiple sequences
- Key Light lead for a team of artists, constantly providing both artistic and technical direction
- Training new Lighters on rendering/lighting tools, and Renderman

Software and Languages Include:

- Maya - Renderman
- Mel - Shake

Pipeline and Lighting TD, The Tale of Despereaux, 11/2006 – 05/2008

Framestore, London, UK

- Developing lighting tools and Renderman shaders
- Developing rendering solutions for Maya utilizing the opensource rendering translator 'Liquid'
- Maya API development work
- Pipeline and Shell scripting
- Scripting and Look Development for Hair

Software and Languages Include:

- Maya
- Renderman
- Renderman Shading Language
- C++
- Mel
- Shake

Lighting TD, Happy Feet, CG Animated Feature for Warner Bros. 6/2006 – 10/2006

Animal Logic, Sydney, Australia

- Lighting shots using Maya and proprietary tools
- Compositing shots in Fusion
- Troubleshooting all render issues relating to assigned shots
- Customizing proprietary tools with MEL script

Software Includes:

- Renderman
- Maya
- Digital Fusion

Lighting/Rendering TD, The Ant Bully, CG Animated Feature for Warner Bros. 12/2005 – 6/2006

DNA Productions, Dallas, Texas

- 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 artists with tools to enable efficient lighting set-ups
- 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

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:

- Visual Theory & Practice: Cinematography, Storyboarding, Animatics
- Computer Animation Techniques and Tools: Maya, Renderman, Houdini, Shake
- 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.