

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

Animal Logic, Sydney, Australia

Responsibilities Include:

- 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

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 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.

Hobbies and Interests

- 3 Years at Cork Campus radio as a presenter and producer of the Breakfast show.
- Played rugby with University College Cork for the 2003-2004 season
- Member of The University College Cork sailing Team 2001 – 2002
- Regular runner and completed the London Marathon in 2008
- Regular league touch-rugby player