

taylor@taylorshaw.net  
1 415 265 5367

# TAYLOR SHAW

<http://www.taylorshaw.net/resume>

150 W 74<sup>th</sup> Street, Apt 4C  
New York, NY 10023

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**OBJECTIVE** Full-time or freelance employment commencing immediately in the New York City area. Particular interests include feature and commercial animation and effects, motion graphics, graphics programming, and effects development.

**WORK EXPERIENCE**

**PDI/Dreamworks** 2004–Fall 2007  
*Visual Effects Animator*  
Created visual effects for the animated feature films *Madagascar 2*, *Shrek the Third*, *Over The Hedge*, *Madagascar*, and related television and print marketing. Typical shot work involved shader development, particle and fluid simulation, crowd simulation, rendering, compositing, basic modeling, and development of reusable effects systems and pipelines.

**PDI/Dreamworks** 2002–2004  
*Technical Director—Lighting and Effects*  
Provided technical and pipeline support for lighting and effects teams on the feature films *Madagascar* and *Shrek 2*. Responsibilities included pipeline development, shader writing, render optimization and debugging, resource management, and some effects shot work. Larger projects included design of randomized shader networks for crowd surfacing, and implementation of lighting pipelines for PDI’s global illumination and hair volume shadowing systems.

**Industrial Light and Magic** Summer 2000  
*Computer Graphics Technical Director (Intern)*  
Designed and implemented productivity-enhancing plugins for Alias|Wavefront’s Maya software, to be used internally at ILM. Extensive use of Maya, the Maya API and OpenGL.

**i-mind Education Systems** Summer 1999  
*Software Engineer*  
Participated in initial design of the company’s Internet-based educational software application. Feasibility tested and implemented a pre-beta prototype of this product.

**TECHNICAL SKILLS** Programming experience in C, C++, Perl, Python, Java, PHP, Unix shell. Knowledge of Maya (API/MEL), Shake, RenderMan, Flash, AfterEffects. Extensive experience with rendering, shader writing, compositing, simulation. Strong knowledge of computer graphics rendering theory, techniques and programming with particular emphasis on film and video games. Worked under Linux/Unix(IRIX, AIX, Solaris), Windows, MacOS.

**EDUCATION**

**Brown University**, Providence RI  
B.A. with Honors in Computer Science Graduated May 2002

**Honors Thesis**—studying and implementing physically-correct Monte Carlo rendering architectures, including an implementation of the Metropolis Light Transport algorithm.

**UTRA Fellowship**—studying spacetime constraint-based animation techniques.