

Resume of Suzanne Berger
Software Developer for Media, Visual Effects and Animation

202 – 1376 West 14th Ave, Vancouver, BC V6H 1R1
Cell: 1-778-919-5109 or 1-415-720-7414 Email: zanefx7@gmail.com

Summary of Skills

- Programming Languages: Python, C/C++, csh/bash, JavaScript, HTML, Perl, Assembler.
- Libraries: Qt, PyQt, Maya and MotionBuilder C++ API, Shotgun.
- Graphics Software: Maya, Clarisse, MotionBuilder, Houdini, RenderMan, Photoshop, Nuke.
- Visual Effects specialties in Lighting and Effects Animation.
- Worked as a camera assistant (1st and 2nd AC) in live-action film production.
- Developed real-time DSP software for inertial navigation and speech recognition systems.
- BA - Mathematics, McGill University, graduated Cum Laude.
- Dual Canadian/US citizen, born in Montreal, Canada. Semi-fluent in French.
- Member of Autodesk Developer Network (ADN).

Professional Experience

Part-Time Instructor – **Vancouver Institute of Media Arts**, Vancouver, September 2018 - Current

- Teaching Intro To Python to Visual Effects students. (Python, PySide2, Maya).

Pipeline Developer – **Zanefx Productions** (Sole Proprietorship), September 2010 - Current

- Independent contractor developing scripts and plugins. (Maya, MotionBuilder, Python, C++, Qt/PyQt).

Software Engineer – **Curtiss-Wright**, Santa Clarita, California, February 2017 – October 2017

- Developed user interface software to edit xml files for avionic controller test system. (Python 3, PyQt5)

Pipeline TD – **Goldtooth Creative**, Vancouver, British Columbia, April 2016 – October 2016

- Maintained existing pipeline. (Python, PySide, Shotgun, Maya, Nuke, Windows)

Pipeline TD – **DHX Studios**, Vancouver, British Columbia, November 2015 – January 2016

- Added Python multiprocessing to existing asset publish system.
- Developed Maya tool that randomly selected and transformed geo under a group.

Pipeline TD – **Double Negative**, Vancouver, British Columbia, April 2015 – October 2015

- Provided technical support and developed tools using Python, PyQt for Clarisse and Maya.

Software Developer – **Technicolor** (Independent Contractor), Burbank, December 2013 - March 2014

- Developed GUI for game development product using C++/Qt on Windows.

Pipeline Developer – **Moving Picture Company**, Santa Monica, April - August 2013

- Developed pipeline software for Previs department using Maya. (Python/PyQt, Windows)

Pipeline Developer – **Walt Disney Imagineering** (Superior), Los Angeles, January 2012 - January 2013

- Developed Maya plugin exporting particles for live venue lighting effects. (C++, Python/PyQt)
- Developed Maya plugin calculating animation's velocity and acceleration. (C++, Python/PyQt)
- Developed Maya and MotionBuilder scripts to automate design workflow of animatronics.

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Technical Consultant - **Autodesk Media & Entertainment Consulting** (Spherion), January - May 2011

- Developed Maya C++ plugin integrating Bullet dynamics library for AMD.
- Developed MotionBuilder C++/Qt plug-in importing animatronic data for Disney Imagineering.

Pipeline Developer - **Prime Focus**, Hollywood, CA, June – December 2010

- Designed system architecture to distribute Python packages for multiple release versions.
- Optimized plate ingestion script and developed Maya batch script for particle disk caching.

Pipeline Developer - **ImageMovers Digital** (EP), Los Angeles, CA, March 2009 - April 2010

- Developed Maya plug-in that played video in viewport as a heads-up-display. Plug-in accommodated multiple videos in multiple viewports. (Maya C++, Libav, OpenGL, Python, Linux)
- Developed Maya plug-in tracking changes in real-time for Asset Manager. (Maya C++, Python, Linux)
- Developed Python/PyQt multi-panel video player using background thread for image caching during playback. Tool used by motion capture stage crew and editorial department. (Windows, Linux, Mac)

Pipeline Developer - **The Jim Henson Company**, Hollywood, CA, March - December 2008

- Developed various pipeline tools for "Sid The Science Kid". (Python/PyQt, Maya, Linux)

Technical Director - **Threshold Digital**, Santa Monica, CA, June - October 2007

- Developed Maya crowd rig tool and did lighting for "FoodFight".

Technical Director - **Vanguard Animation**, Burnaby, BC, September 2006 - March 2007

- Developed effects and pipeline tools for "Space Chimps".

Pipeline Developer - **DNA Productions**, Irving, TX, January - December 2005

- Developed dailies and pipeline tools for "Ant Bully". (Python, Houdini, Linux)
- Developed UI front-end for Frame Cycler generating play list based on shot directory structure.

Lighting & Effects Technical Director - **Ring of Fire**, Los Angeles, CA, April - July 2004

- Contributed lighting and effects for "Sky Captain and World of Tomorrow".

Effects TD - **The Orphanage**, San Francisco, CA, June - November 2003

- Developed Maya dynamics rig for rain in opening scene of "Hellboy".

Lighting & Effects TD - **Industrial Light and Magic**, San Rafael, CA, September 2000 - May 2003

- "Hulk": Created dust and bullets as Hulk was shot on Golden Gate Bridge. Developed cloud rig and other dynamics. Also did lighting for key hero shots. Credited in Cinefx article for this work.
- "Star Wars II: Attack of the Clones": Lighting and effects animation on close to 40 shots.
- "The Mummy Returns": Lighting of hero shot shown for publicity and in Electronic Theater.

Effects TD – **DreamWorks Animation**, North Hollywood, CA, March 1997 - April 1998

- "Prince of Egypt": Completed over 15 shots for Parting of the Red Sea. (Prisms, Renderman, Linux)

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Education

- Cinematography, UCLA Motion Picture and Television Arts Extension Program.
- Digital Signal Processing, UCLA Engineering Extension Program.
- Graduate studies in Computer Science, University of British Columbia.
- BA - Mathematics, McGill University, graduated Cum Laude.

Personal Projects

- Developing wedge tool for Maya using Python/PySide. Plan to convert to C++.
- Developing graphic pattern design app using C++/Qt. Potential to port to web or mobile device.