

# Mike Jutan

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## ***Personal Statement***

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I was 10 years old when I first saw the T-1000 melt through the checkerboard floor in Industrial Light & Magic's epic visual effects film, Terminator 2. I remember pointing at the screen in awe and saying to my parents, "Mom, Dad... I'm doing *that* with my life." Throughout my childhood, I continued to develop my fascination with computers and skill in mathematics, focusing like a laser beam on my goal. I spent countless hours researching, planning and learning the skills I would need to work at ILM. I worked incredibly hard at Canada's top Computer Science university, achieving both academic success and a catapult forward into the industry, via its world-renowned Co-Op Internship program. It's often said that an overnight success is 15 years in the making. From the moment I discovered my passion, to the day when I started living my dream as an R&D Engineer at ILM, were 15 years of focus and determination.

## ***Computer Skills***

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- *Programming expertise:* C++, Python, PyQt, MEL, Maya API
- *Software:* Maya, Visual Studio, Eclipse, GCC, GDB, Qt Designer, Perforce, CVS, Word, Excel, PowerPoint, Keynote, Photoshop, Houdini, iMovie, Xcode, Profiling tools, UNIX shell utilities
- *Operating Systems:* Linux (CentOS/SUSE/Ubuntu/Redhat), Windows (XP, Vista, 7), Unix, OSX
- *Other programming experience:* C, Java, Objective-C, Visual Basic, GTK, FLTK, MIPS, Swing, HTML

## ***Education***

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- Bachelor of Mathematics, (Honours Computer Science Co-op), University of Waterloo, Waterloo, Ontario, Canada. Sept 2002 - Apr 2007 (Graduated with Distinction)
- Ontario Secondary School Diploma, London Central Secondary School, London, Ontario, Canada. Graduated June 2001 as Ontario Scholar (92.5% Graduating Average)

## ***Work Experience***

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### **Industrial Light + Magic, San Francisco, California: 2007-Current**

#### R&D Engineer: Apr 2009-Current

##### Previsualization (Aug 2011-Current)

- Software development with a close-knit team of R&D developers and supervisors
- One-on-one design discussions and QA of my work with the lead interaction designer
- Responsibilities: develop user interaction features, primarily in C++ Qt

##### Holistic Pipeline (Jan 2011-Aug 2011)

- Lead for ILM's Autogenerated Low-Resolution character pipeline project
- Close design relationship with ILM Creature Supervisors
- Responsibilities: client spec, design, develop, test, release, promote, evangelize
- Expectation: significant efficiency improvements across Crdev/Modeling/Animation

##### Asset Workflow (Jan 2010-Dec 2010)

- Collaboration with Lucasfilm Animation's Production Engineering group
- Development of feature animation data format, workflows
- Made several key usability improvements to Curve Editor animation tool

##### Animation Pipeline for LucasArts (Apr 2009-Dec 2009)

- Designed and developed Cinematic and In-Game Animation exporter
- Globalization of AnimTools: Pose animation, Character creation/selection GUIs, MoCap
- Promoted multi-divisional tool re-use and encouraged further cross-collaboration

## Associate R&D Engineer, Animation & Creature Pipeline Development: Jul 2007-Apr 2009

### Globalization of Animation/Rigging Tools

- C++, Python, Maya API software development for new and existing in-house tools
- Ported Linux tools to Windows, thereby broadening the user base, reducing wasted engineer time, and improving software experience for all Lucasfilm divisions

### Mobius: Next-generation Maya importer-exporter

- Worked as part of a strategic team to significantly overhaul key portions of the pipeline
- Enabled major efficiency gains/cost-savings for Transformers 2 and all films following

### Transfer Properties: Mirroring tool

- Expanded upon existing technology to increase efficiency for Creature TDs

## **Pixar Animation Studios, Emeryville, California: 2005-2006**

### Technical Director Intern - Sets Dept., Disney•Pixar's Wall-E: Aug-Dec 2006

- Modeling of set props, UV Mapping, MEL and Python scripting, model creasing and fixes, applying shaders, layered shader dirt/dust/rust painting, applying graphics
- Developed & published scripts to improve my efficiency and to benefit other TDs
- Presented MEL tools which I had developed in previous internships to the Sets TDs

### Production Engineering Intern: Jan-April 2006

- Designed and developed Maya variant and scene management tools in MEL
- Worked closely with Production teams to complete time-sensitive Python scripts
- Taught a selection of Maya 7.0 new features, tips and tricks to Pixar modeling TDs

### Production Engineering Intern: May-Aug 2005

- Maya C++ API plug-ins, MEL development for Disney/Pixar's *Ratatouille* and *Wall-E*
- Designed, fully implemented GUIs & Maya tools, based on requests from Pixar TDs
- Siggraph 2005 Pixar recruiting booth representative, Los Angeles, California

## **Alias (formerly Alias | Wavefront), Toronto, Canada: 2003-2005**

### On-campus interviews for Alias at the University of Waterloo: Nov 2005

- Recruiting presentation: Spoke to prospective interns about my experiences at Alias
- Reviewed resumes, performed in-person interviews on behalf of Alias management

### Maya 7.0 Modeling / Maya 6.5 Performance developer: Aug-Dec 2004

- Created several new Polygonal modeling/UV texturing features and developer tools
- Improved outdated documentation to increase the productivity of future developers

### Maya 6.0 API/Performance developer: Jan-Apr 2004

- Played a lead role in Maya performance improvements for version 6.0
- Presented my findings to 100 developers and executives, filmed for Alias India office

### Alias ImageStudio 1.0 Software Developer: May-Aug 2003

- Learned Alias's proprietary MEL scripting language, created several key UI elements

## **Harvey Norman Computer Superstore, Newcastle, Australia: Dec 2001-Mar 2002**

- Computer Salesman at Australian retail chain ([www.harveynorman.com.au](http://www.harveynorman.com.au))
- Required expert, up-to-date knowledge of a wide range of computer hardware/software
- Promoted to a high-level of commission plus salary after only 3 weeks

## **President, Computer Solutions: 1995-2002**

- President of my own computer consulting business
- Specialized in web design, tutoring, onsite troubleshooting, OS/software/hardware install
- Contracts with: JASC Software Inc, University of Western Ontario, The NRG Group
- Addressed 150 Canadian business leaders, spoke about my career goals
- Interviewed for several full-page feature articles in London and Toronto newspapers

## **Credit List**

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- *The Avengers* (2012): ILM Research & Development (Marvel/Paramount)
- *Cowboys & Aliens* (2011): ILM Research & Development (Universal/DreamWorks)
- *Star Wars: The Force Unleashed II* (2010): ILM R&D Games Engineering (LucasArts)
- *Transformers: Revenge of the Fallen* (2009): ILM Research and Development (DreamWorks SKG/Paramount)
- *Wall-E* (2008): Shading Technical Director intern - Sets department (Disney•Pixar)
- *Ratatouille* (2007): Production Engineering (Disney•Pixar)

## **Graphics Conferences**

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### Autodesk University

- Speaker: *Nested References in Maya* (Media & Entertainment DevCon, 2011)

### Siggraph ASIA

- Attendee: 2009 (Yokohama, Japan)
- Recruiting Booth (representing Lucasfilm): 2009

### Siggraph

- Attendee: 2005, 2007, 2008
- Recruiting Booth (representing Pixar): 2005

### Maya API Developers Conference

- Speaker: *Maya & the ILM Visual Effects Pipeline* (2008)

### Game Developers Conference

- Attendee: 2008, 2009, 2012

## **Teaching / Training Experience**

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### San Francisco Film Society (2012)

- Represented ILM as part of *The Art and Science of Lucasfilm* speaker series
- Encouraged 400 high-school film students to work hard to find and follow their career dreams

### TEDx talk (2011): [youtu.be/4I5J4P0XaPA](http://youtu.be/4I5J4P0XaPA)

- Motivated the young audience at TEDxIB@York with my life story: enthusiasm & determination
- Conference theme: *Passion, Purpose and Perspective* ([www.ted.com/tedx/events/2395](http://www.ted.com/tedx/events/2395))

### Lucasfilm (2007-Current)

- Developed technical curriculum with challenging, hands-on programming workshops
- Depth of material is modified on-the-fly, based on the level of experience of the students
- Taught classes for *all* Lucasfilm divisions (*in San Francisco, Marin County, and Singapore*):
  - Industrial Light and Magic, LucasArts, Lucasfilm Animation, Lucasfilm Singapore
- Course range includes:
  - Introduction to Programming through Python
  - Beginning Python
  - Intermediate Python
  - Maya Python for MEL Scripters

- PyQt GUI and backend design
- Python for Creature TDs (with a Maya PyQt component)
- Python for Compositors (with a Nuke API component)
- Introduction to Maya C++/Python API
- Extended Maya C++/Python API for Production

Python Users Group, Singapore (2010)

- *History of Python at Lucasfilm* with Tommy Burnette, Matthew Parrott, Aurelien Collard

University of San Francisco (2010)

- Guest Lecturer: *Production Engineering, Pipelines and Politics* (2010) with Matthew Parrott

Pixar Animation Studios (2006)

- Lecture: *UV texturing features in Maya 7.0*

Alias (2004)

- Maya brown bag seminar: *Techniques used for Maya 6.5 Performance analysis*

### ***Leadership / Team Building***

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Lucasfilm

- Prom Committee, organizing social events for R&D and tech departments: 2010-Current
- Spearheaded the Lucas Lounge revitalization project: 2009-2010
- “Buddy” for new interns

University of Waterloo

- Student Panel, Faculty of Mathematics Campus Day: 2007
- You @ Waterloo, Residence Tour Guide: 2006
- JSA Exec, Communications: 2006, Member-At-Large: 2007
- Frosh Orientation Leader, Village Residence: 2003, 2005
- Faculty of Mathematics Campus Day Tour Guide: 2003, 2005, 2007

Alias

- D2 (*Department of Diversions*): 2003-2004
  - Organized several company events, encouraging collaboration between departments
  - Revitalized Alias Halloween Party with an extremely limited budget. Created new traditions which still exist to this day at Autodesk
- Alias|Wavefront *Frequency* (Company newsletter): Contributor (2003-2004)

Student Council, London Central Secondary School

- President 2000-2001
- Social Director 1999-2000
- Grade 10 Representative 1997-1998
- Grade 9 Representative 1996-1997

### ***Media Exposure*** (more at [www.mikejutan.com/about/media](http://www.mikejutan.com/about/media))

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- TEDx talk (Toronto: TEDxIB@York, 2011): [youtu.be/4I5J4P0XaPA](http://youtu.be/4I5J4P0XaPA)
- @uwaterloo alumni e-newsletter article (2012): [alumni.uwaterloo.ca/alumni/e-newsletter/2012/jan/](http://alumni.uwaterloo.ca/alumni/e-newsletter/2012/jan/)
- iMenorah and iMenorah HD (iPhone Application project):
  - Apple iTunes App Store: Featured Holiday App (2009)
  - Apple Store: In-store displays (worldwide, 2009)
  - Also featured in: ZDNet, CNET Crave, New York Times, MacWorld, JWeekly
- Pixar *Internships - The Pixar Path* (2006): [www.pixar.com/companyinfo/jobs/uni\\_internships.html](http://www.pixar.com/companyinfo/jobs/uni_internships.html)
- Alias *Happy, Healthy Workplaces* (Toronto, 2004): [youtu.be/4IsRCdVqFks?t=2m2s](http://youtu.be/4IsRCdVqFks?t=2m2s)

## **Further Education**

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- Evening classes: SLR Photography, Script and Film Analysis, Photoshop, Emotional Intelligence, Emotional Fluency, Agile Methodology, Improv Acting, Insights
- Attended a wide range of lectures from the JCCSF, San Francisco Film Society, SF Intl Animation Festival, Lucasfilm and Pixar Speaker Series including these speakers:
- *Authors, Artists, Musicians*: Jonathan Safran Foer, Michael Chabon, Chris Ware, Art Spiegelman, Marjane Satrapi, Brian Greene, Nick Hornby, Mitch Albom, John Updike, Stephen Sondheim, Michael Giacchino, Mary Roach, Dave Eggers, Rabbi David Weiss-Halivni, Martin Luther King III
- *Filmmakers*: Francis Ford Coppola, Spike Jonze, Aaron Sorkin, Darren Aronofsky, James Cameron, Oliver Stone, Quentin Tarantino, David Mamet, Jason Reitman, Ari Folman, Matthew Weiner, Walter Murch, Seth Green, Pete Docter, Andrew Stanton, Ed Catmull, John Lasseter

## **Travel Experience** (more at [www.mikejutan.com/travel](http://www.mikejutan.com/travel))

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I see travel as an incredibly important part of my intellectual and social development. Learning about cultural intricacies, sampling local foods and experiencing customs first-hand have broadened my perspective on the world and the wide range of people in it.

Recent trips:

- Iceland, Italy and France (May 2011), Singapore, Malaysia (Nov-Dec 2010), Japan, South Korea (Dec 2009-Jan 2010), South Africa (June-July 2008)

Europe: April 2007-July 2007

- Backpacked through France, Spain, Italy, Greece and the Greek Islands
- A great adventure in-between graduating from University and starting work in California

Australia and New Zealand: July 2001-July 2002

- Backpacked across Australia, met many travelers from many countries
- Gained valuable job experience and maturity
- Challenged myself with extreme sports including: scuba diving, mountain biking, surfing, mountain climbing and white water rafting

Oxford, England: June 1994-July 1995

- One year Sabbatical with my family
- Attended top rated Frideswide Middle School in Oxford for Year 8 (Grade 7)
- Learned valuable English writing skills and advanced science and math education

## **Community Involvement** (more at [www.mikejutan.com/play/givingback](http://www.mikejutan.com/play/givingback))

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826 Valencia ([826valencia.org/about](http://826valencia.org/about)): 2009-Current

- One-on-one tutoring with elementary and high-school students (2009-Current)
- Co-created *Digital Storytelling*, a new workshop for high-school students (Jan-Apr 2011)
  - Taught film analysis, storytelling techniques, storyboarding methods
  - Helped groups write, direct, act, film and edit their own short film projects
  - Had a “red carpet premiere” at 826 Valencia with parents in attendance

iMenorah ([imenorah.mikejutan.com](http://imenorah.mikejutan.com)): 2008-Current

- Donated approximately 10% of proceeds to local causes (JCCSF Arts & Ideas, SF Food Bank)

Fundraising and initiatives with Student Council: 1996-2001

- Organized and planned several large fundraising events throughout secondary school
- Make-A-Wish Foundation: raised funds, sent a disabled girl & her family to Disneyland
- Chief organizer for two large conferences at my high school and frequent OSSSA leader
- Facilitated fundraising for United Way, Scrooge Campaign, 30 Hour Famine

## **Awards**

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- Graduation with Distinction, University of Waterloo: April 2007
- Dean's Honour List, University of Waterloo: Winter term, 2007
- Gold Medal, CS 488 Waterloo Computer Graphics Final Project (Raytracer): 2006
- McCall MacBain International Undergraduate Scholarship: 2006
- Frank Lun Scholarship for Excellence: 2006
- University of Western Ontario Faculty Dependant's Scholarship: 2002-2005
- Chief Scout Award, Scouts Canada: 1997
- London Central Secondary School, Honour Roll (85%+ Average): Every year 1996-2001

## **Hobbies and Interests**

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- *Computer Technology*: especially when related to film, animation and teaching
- *Art, Learning & Creativity*: photography, film, writing, blogging, teaching, mentoring
- *World Travel*: learning about cultural intricacies, meeting interesting and wonderful people
- *The Outdoors*: camping, hiking, mountain biking, exploring new places
- *Music*: guitar (acoustic-electric, electric and classical), saxophone (alto, baritone)