

Mike Jutan

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www.mikejutan.com

Personal Statement

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

- *Programming expertise:* C++, Python, Qt, PyQt, PySide2
- *Software:* Maya, Visual Studio, Eclipse, GCC, GDB, Qt Designer, Perforce, Pythonista, Photoshop, Lightroom, DaVinci Resolve, Xcode, GSuite, Office, Keynote, profilers, shell utilities
- *Operating Systems:* Linux, Windows, Unix, OSX
- *Other programming experience:* C, Java, ObjectiveC, OSC, OpenVR, FLTK, HTML, MEL, Maya API

Education

- 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

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

Staff R&D Engineer: Oct 2022-Current

Engineering Lead, User Experience, Real-Time Production (Dec 2023-Current)

- Architecture Design, planning, scoping and engineering product management, overseeing user experience in suite of Real-Time Production tools across both ILM Virtual Production/Mocap stages and for use in Visual Effects Post-Production

Team Lead, User Experience, ILM StageCraft Virtual Production (Oct 2022-Dec 2023)

- Innovative design and implementation of industry-leading workflows and novel user interfaces for LED Volume manipulation and fast-paced/high-pressure Virtual Production operations, supporting the goal of on-set, real-time visual effects

Senior R&D Engineer: May 2022-Oct 2022

Team Lead, User Experience, ILM StageCraft Virtual Production

- Leading a team of experienced and junior engineers across multiple global ILM offices

R&D Engineer: Apr 2009-May 2022

Team Lead, StageCraft UX: ILM StageCraft Virtual Production (August 2015-May 2022)

- Designing and developing world-class user-experience for [LED] Virtual Production environments. Optimizing stage operators' efficiency with simple, responsive tools built to support complex, frequent interactions
- On-set engineering for *The Mandalorian*, iterative UX design with DP & Gaffer as clients
- Created new Virtual Camera technology to improve a Director's experience on set
- Mocap Operator on-set for Virtual Production shoots on *Rogue One: A Star Wars Story*
- Designed workflows to help artists iterate in high-pressure production environments while aware of the Director's artistic goals

- Crossover work with Lucasfilm ADG and ILMxLAB to support VR/AR pipelines/workflows
Technical Ambassador, ILM London UK Office (May 2015)
 - Affected multiple fronts: Teaching, Technical, Social, Company Culture/Employee Life
 - Kicked off the Social Committee, to plan studio-wide events and charitable endeavors
 - Found opportunities for growth/support, reported key takeaways to SF Executives, Staff Asset, Caching, Validation Team (April 2014-July 2015)
 - Analyzing and optimizing the ILM Asset Creation and Shot Pipeline
 - Discovering and implementing software to realize gains in artist throughput
- Animation R&D Team Leadership (Aug 2013-Jan 2014)
 - Project Lead for BlockParty2 rigging system during rollout to multiple ILM shows. Managing client expectations, competing requests, and delivering quick turnaround.
 - Animation R&D Workgroup Lead, prioritizing requests with supervisors and leads
 - Maya bundle owner, in charge of Maya pipeline builds and version upgrades
- BlockParty 2: Visual Procedural Rigging Toolkit (Jan 2012-April 2014)
 - Innovating further on ILM's BlockParty concept, creating a revolutionary rigging system
 - Emphasis on accessibility (even for non-riggers), ease-of-use, and performance
 - Managing communication with VFX supervisors, artists, Pipeline, QA, UX designers
 - Advocacy/Technical Evangelism within and outside of Lucasfilm
 - Handled project organization, iteration planning, agile prioritization w/clients, scoping, accurate time estimation, software architecture & engineering, mentoring teammates
- Previsualization (Aug 2011-Jan 2012)
 - Software development on Zviz, 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 (BlockParty)
 - 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

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)
- 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 (more at imdb.com/name/nm2867705)

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- *Star Wars: The Mandalorian and Grogu* (2026): ILM Technology (Lucasfilm/Disney)
 - *Tron: Ares* (2025): ILM Technology (Disney)
 - *The Fantastic Four: First Steps* (2025): ILM Technology (Marvel)
 - *Andor* [Season 2, Ep.1-12] (2025): ILM Technology (Lucasfilm/Disney+)
 - *Skeleton Crew* (2024-2025): ILM StageCraft Virtual Production Technology (Lucasfilm/Disney+)
 - *Transformers One* (2024): ILM StageCraft Virtual Production Technology (Paramount)
 - *The Acolyte* [Season 1, Ep.1, 3, 7, 8] (2024): ILM Technology (Lucasfilm/Disney+)
 - *Percy Jackson and the Olympians* [Season 1, Ep.1-8] (2023-2024): ILM StageCraft Production Technology (20th Television/Disney+)
 - *The Marvels* (2023): ILM StageCraft Production Technology (Marvel)
 - *The Creator* (2023): ILM StageCraft "Brain Bar" and Technology (20th Century)
 - *Ahsoka* [Season 1, Ep.1-8] (2023): ILM StageCraft Technology (Lucasfilm/Disney+)
 - *The Mandalorian* [Season 3, Ep.1-8] (2023): ILM StageCraft Technology (Lucasfilm/Disney+)
 - *Ant-Man and the Wasp: Quantumania* (2023): ILM StageCraft Development and Technology (Marvel)
 - *Willow* [Season 1, Ep.5-8] (2022-2023): ILM Technology (Lucasfilm/Disney+)

- *Obi-Wan Kenobi* [Season 1, Ep.1-6] (2022): ILM StageCraft R&D (Lucasfilm/Disney+)
- *The Batman* (2022): ILM StageCraft R&D (Warner Bros.)
- *The Book of Boba Fett* [Season 1, Ep.1-7] (2021-2022): ILM StageCraft R&D (Lucasfilm/Disney+)
- *The Mandalorian* [Season 2, Ep.1-8] (2020): ILM StageCraft R&D (Lucasfilm/Disney+)
- *The Mandalorian* [Season 1, Ep.1-8] (2019): Virtual Production R&D (Lucasfilm/Disney+)
- *The Midnight Sky* (2020): ILM StageCraft R&D (Netflix)
- *Star Wars: Episode IX - The Rise of Skywalker* (2019): ILM Research & Development (Lucasfilm)
- *Avengers: Endgame* (2019): ILM Research & Development (Marvel)
- *Bumblebee* (2018): Technology (Paramount)
- *Ant-Man and the Wasp* (2018): ILM Research & Development (Marvel)
- *Jurassic World: Fallen Kingdom* (2018): ILM Research & Development (Amblin/Legendary)
- *Ready Player One* (2018): ILM Research & Development (Amblin/Warner Bros.)
- *Black Panther* (2018): ILM Research & Development (Marvel)
- *Star Wars: Episode VIII - The Last Jedi* (2017): ILM Research & Development (Lucasfilm)
- *Thor: Ragnarok* (2017): ILM Research & Development (Marvel)
- *Transformers: The Last Knight* (2017): ILM Research & Development (Paramount)
- *Carne y Arena (VR)* (2017): Technology Support (Legendary/ILMxLAB)
- *Kong: Skull Island* (2017): ILM Research & Development (Legendary/Warner Bros.)
- *Rogue One: A Star Wars Story* (2016): Digital Artist (Lucasfilm)
- *The Star Wars After Show (TV)* (2016): Self (Lucasfilm/Verizon)
- *Doctor Strange* (2016): ILM Research & Development (Marvel)
- *Deepwater Horizon* (2016): ILM Research & Development (Summit/Participant Media)
- *Warcraft* (2016): ILM Research & Development (Legendary)
- *Teenage Mutant Ninja Turtles: Out of the Shadows* (2016): ILM R&D (Paramount)
- *Captain America: Civil War* (2016): ILM Research & Development (Marvel)
- *The Revenant* (2016): ILM Research & Development (New Regency)
- *Star Wars: Episode VII - The Force Awakens* (2015): ILM R&D (Lucasfilm/Bad Robot)
- *Ant-Man* (2015): ILM Research & Development (Marvel)
- *Batkid Begins* (2015): Cast, Photography, Indiegogo, Special Thanks (Warner Bros./New Line/KTF)
- *Jurassic World* (2015): ILM Research & Development (Amblin/Legendary/Universal)
- *Tomorrowland* (2015): ILM Research & Development (Disney)
- *Avengers: Age of Ultron* (2015): ILM Research & Development (Marvel)
- *Strange Magic* (2015): ILM Research & Development (Lucasfilm)
- *Teenage Mutant Ninja Turtles* (2014): ILM Research & Development (Paramount)
- *Lucy* (2014): ILM Research & Development (Canal+)
- *Transformers: Age of Extinction* (2014): ILM Research & Development (Paramount)
- *Captain America: The Winter Soldier* (2014): ILM Research & Development (Marvel)
- *Noah* (2014): ILM Production and Technical Support (Paramount/Regency)
- *Pacific Rim* (2013): ILM Research & Development (Warner Bros.)
- *The Lone Ranger* (2013): ILM Research & Development (Disney)
- *Star Trek Into Darkness* (2013): ILM Research & Development (Paramount/Bad Robot)
- *G.I. Joe: Retaliation* (2013): ILM Research & Development (Paramount/MGM)
- *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 R&D (DreamWorks SKG/Paramount)
- *Wall-E* (2008): Shading Technical Director intern - Sets department (Disney•Pixar)
- *Ratatouille* (2007): Production Engineering (Disney•Pixar)

Publications (more at mikejutan.com/work/publications)

- *Designing Oscar: Bespoke Tablet Workflows in ILM StageCraft*

David Hirschfield, Mike Jutan

In Proceedings of SIGGRAPH 2025 Talks, SIGGRAPH 2025 - Vancouver, BC, Canada

- *Director-Centric Virtual Camera Production Tools for Rogue One*

Mike Jutan, Steve Ellis

In Proceedings of SIGGRAPH 2017 Talks, SIGGRAPH 2017 - Los Angeles, California, USA

- *BlockParty 2: Visual Procedural Rigging for Film, TV, and Games*

Rachel Rose, Mike Jutan, John Doublestein

In Proceedings of SIGGRAPH 2013 Talks, SIGGRAPH 2013 - Anaheim, California, USA

Patents (more at mikejutan.com/work/patents)

- Flexible Parameterization of Arbitrary Display Surfaces for In-Camera Visual Effects
Inventors: Alan Bucior, David Hirschfield, Michael Jutan
U.S. Patent Pending #18/500,976, Filed 11/2/2023
- Placement of Graphical Elements on Arbitrary Display Surfaces for In-Camera Visual Effects
Inventors: Alan Bucior, David Hirschfield, Michael Jutan, Ahmed Turki
U.S. Patent Pending #18/500,972, Filed 11/2/2023
- User Interfaces for Color and Lighting Adjustments for Immersive Content Production System
Inventors: David Hirschfield, Michael Jutan
U.S. Patent Pending #17/716,384, Granted 7/29/2025
- System and Techniques for Patch Color Correction for an Immersive Content Production System
Inventors: Michael Jutan, David Hirschfield, Alan Bucior
U.S. Patent #11,887,251, Granted 1/30/2024
- System and Techniques for Lighting Adjustment for an Immersive Content Production System
Inventors: Michael Jutan, David Hirschfield, Jeff Webster, Scott Richards
U.S. Patent #11,978,154, Granted 5/7/2024
- Light Capture Device
Inventors: Michael Jutan, David Hirschfield, Robert Derry, Gary Martinez
U.S. Patent # 11,762,481, Granted 9/19/2023
- Flexible 3-D Character Rigging Blocks with Interface Obligations
Inventors: Michael Justin Lee Jutan, Rachel M. Rose, John Doublestein
U.S. Patent # 9,508,178, Granted 11/29/2016
- Flexible 3-D Character Rigging Development Architecture
Inventors: Michael Justin Lee Jutan, Rachel M. Rose, Darby Johnston
U.S. Patent # 9,508,179, Granted 11/29/2016

Teaching / Speaking Experience

Panelist at Film Festivals for *Batkid Begins*

- CINEQUEST Film Festival, San Jose, CA (2015), Slamdance Film Festival, Park City, UT (2015), Comic-Con International, San Diego (2014)

Pixar Lunch & Learn Speaker Series (2014)

- Lecture: "Making the most of your time here", plus one-on-one career counseling for interns

Lucasfilm Speaker Series (2014)

- Moderator, Special Employee Screening: Make-A-Wish Batkid Screening with Q&A

San Francisco Film Society (2012, 2014)

- 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

Keynote Speaker, Facebook (2013)

- SF Bay Area Alumni Event, with Waterloo President Dr. Feridun Hamdullahpur

San Francisco ACM SIGGRAPH (2013) san-francisco.siggraph.org/2013/03/12/byoa

- Provided mentorship/feedback to artists at Bring Your Own Animation (BYOA) event

Autodesk Maya MasterClass (2012) area.autodesk.com/masterclasses

- 1 hr video lecture: "Developing artist-friendly pipelines using nested references at ILM"
- For the Autodesk AREA education series, describing pipeline development, Maya tips-and-tricks

TEDx (2011): 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)

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 SF, Marin County, Singapore, Vancouver, London*)
- 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

Lucasfilm

- Co-Lead, Shalom NA @ Lucasfilm ERG (Employee Resource Group): 2024-Current
- Director, ILM Rebel Hideout company lounge, San Francisco: 2023-24
- Mentor, ILM Art and Tech Mentorship: 2022-23
- Tech Prom Committee, organizing social events for R&D/Tech depts: 2010-Current
- Culture Club, organizing company-wide events: 2013-Current
- Lead, ILM Cantina Lounge Project: 2013-2015
- *Enthusiasm@Work* event through Lucasfilm University Relations for interns: 2012
- Spearheaded the Lucas Lounge revitalization project: 2009-13

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

Student Council, London Central Secondary School

- President 2000-01 // Social Director 1999-2000 // Grade 10 Rep 1997-98 // Grade 9 Rep 1996-97

Media Exposure (more at mikejutan.com/about/media)

- Emmy Award team acceptance speech (2022): youtu.be/X-UsEj_Eq3k?start=1674
- Academy Award acceptance speech (2018): youtu.be/ZPUDmVZTZDU
- Waterloo News: Waterloo's Oscar winners (2018): <https://uwaterloo.ca/impact-stories/waterloos-oscar-winners>

- Batkid Begins film press on behalf of Warner Bros./New Line Cinema
- TEDx talk (Toronto: TEDxIB@York, 2011): youtu.be/4I5J4P0XaPA
- @uwaterloo alumni e-newsletter (2012): 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 - *The Intern Experience* (2006)
- *Alias Happy, Healthy Workplaces* (Toronto, 2004): youtu.be/4IsRCdVqFks?t=2m2s

Community Involvement (more at mikejutan.com/sideprojects)

“Batkid Begins: The Wish Heard Around the World” Documentary Film: 2014-2015

- Credits: Cast (as “The Penguin”), Additional Photography, Indiegogo Sponsor, Special Thanks
- Worked closely with Director and Producer, helped with social media, Indiegogo crowdfunding
- Interviews and panels at Film Festivals to help promote the film, spread messages of film

“Batkid” (San Francisco, Nov. 15, 2013): mikejutan.com/sideprojects/makeawishbatkid

- Played *The Penguin* for Make-A-Wish Foundation’s SFBatkid wish (sf.wish.org)
- Advocate for Make-A-Wish at official events and via social media: Batkid blog/twitter/facebook

826 Valencia (826valencia.org/about): 2009-2012

- One-on-one tutoring with elementary and high-school students (2009-2012)
- *No 1’s a Zero*: original workshop, blending elements of creative writing and digital art (July 2012)
- 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 (mikejutan.com/sideprojects/imenorah): 2008-2014

- 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

- **Excellence in Production Technology Emmy® Award**, National Academy of Television Arts and Sciences: 2024
NATAS presented the inaugural “Excellence in Production Technology” Emmy® Award to members of the ILM StageCraft Engineering team for our innovative StageCraft technology and the advancements made for ‘The Santa Clauses, Season Two.’ The award was presented as part of the 75th Technology & Engineering Emmy® Awards.
- **Engineering, Science & Technology Emmy Award**, Television Academy: 2022
ILM StageCraft is an end-to-end virtual production tool suite that bridges the gap between practical physical production methodologies and traditional digital post-production visual effects by providing the ability to design, scout and light environments in advance of the shoot and then capture that vision in camera during principal photography. StageCraft brings together a real-time engine, a real-time renderer, high-quality color management, physical camera equipment, LED displays, motion-capture technologies, synchronization methodologies and tailored on-set user interfaces to digitally create the illusion of 3D backgrounds for live-action sets.
- **Academy Scientific and Technical Award**, Academy of Motion Picture Arts and Sciences: 2018
For the BlockParty procedural rigging system at Industrial Light & Magic. BlockParty streamlines the rigging process through a comprehensive connection framework, a novel graphical user interface, and volumetric rig transfer, which has enabled ILM to build richly detailed and unique creatures while greatly improving artist productivity.
- Young Alumni Achievement Medal, University of Waterloo Faculty of Mathematics: 2012
- Autodesk Maya Master (Nomination): 2012
- 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

Committees, Society Membership, Judging Panels

- Academy of Motion Picture Arts and Sciences
 - Active Member (Production and Technology Branch): 2025-Current
 - Jewish Heritage Affinity Group, Member: 2026-Current
 - ASWF Summer Learning Program, mentor/application reviewer: 2021-22
- Television Academy
 - National Active Member (Science & Technology and Special Visual Effects Peer Groups): 2024-Current
 - Jewish Affinity Group: 2025-Current
 - Science and Technology Peer Circle: 2024
 - All Peers Arts & Tech Peer Circle: 2024
- National Academy of Television Arts and Sciences, National Active Member (Science & Technology Peer Group): 2025-Current
- Visual Effects Society (VES) member: 2019-Current
- SIGGRAPH Virtual, Augmented and Mixed Reality Jury: 2018
- Jury, SF Web Series Film Festival ("SF Web Fest"): 2015
- Alumni Achievement Selection Committee, Waterloo Faculty of Mathematics: 2013-2017

Graphics Conferences

Disney Product Design & UX Summit

- Speaker: UX Design for Real-Time Virtual Production on *The Mandalorian* (2020)

SIGGRAPH

- Speaker: *Designing Oscar: Bespoke Tablet Workflows in ILM StageCraft* (SIGGRAPH 2025)
- Speaker: *Director-Centric Virtual-Camera Production Tools for Rogue One* (SIGGRAPH 2017)
- Speaker: *BlockParty 2: Visual Procedural Rigging for Film, TV, and Games* (SIGGRAPH 2013)
- Attendee: 2005, 2007-08, 2012-13, 2017-18, 2022, 2024, 2025
- Recruiting Booth/Panel (representing Lucasfilm: 2012, 2017, representing Pixar: 2005)
- SIGGRAPH ASIA Attendee & Recruiting Booth (for Lucasfilm): 2009 (Yokohama, Japan)

DISGRAPH

- VR/AR/Interactive Speaker: 2016, 2018
- Modeling/Rigging Track Leader, Speaker: 2014

DigiPro

- Attendee: 2018, 2020

Autodesk University

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

Maya API Developers Conference

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

Game Developers Conference

- Attendee: 2008-09, 2012-13, 2017-19

Travel Experience (more at mikejutan.com/travel)

I see travel as an incredibly important part of my continued intellectual and social development. Learning about cultural intricacies, eating local foods and experiencing customs first-hand have broadened my perspective on the world and the wide range of people in it. As a child, I lived in both Australia and Oxford, England whilst on Sabbatical with my family.

Hobbies and Interests

- *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)