

Lucio Ismael Flores
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Objective: Career in CGI

Brief: Started as a graphics coder, but have been taking more production TD tasks, leveraging my technical background to meet challenges.

Education: B.S. in Computer Engineering, University of Illinois at Urbana/Champaign
M.S. in Computer Science, UCLA 2003

Employment:

October 2006 – Present

FX Technical Director – Sony Pictures Imageworks

Member of the sand team. Implemented and used tools for the birth-of-sandman sequence.

May 2005 – Nov 2006

FX Technical Director – Rhythm and Hues

Did extensive HDK and vex shader development for Superman. Worked with fluid and particle simulation, developed tools to use in production. Created water runoff for orcas and penguins for Happy Feet.

Sept 2003 – May 2005

FX Technical Director – Digital Domain

Did extensive application and shader development for proprietary terrain rendering system for Stealth and Ranger Rover commercial. Transitioned from developer into production.

Jan 2001 – Sept 2003

UCLA Research Assistant for the MAGIX graphics lab.

Did research in physical simulation. Implemented multiple Rigid Body Dynamics simulators, researching different constraint methods for stability and accuracy. Did some fluid sim, level set, and field dynamics work.

April 1996 – Dec 2001

Software Developer – Digital Domain

Worked on pipeline and production tools including scene translators between Houdini, Maya, Lightwave, Softimage to Mental Ray and Renderman. Extensive HDK plugin development in Houdini including the Technical Academy Award winning volumetric renderer, Storm. 2D plugins for Nuke. Proprietary development for standalone apps, GUI and OpenGL.

Spring 1995 – April 1996

Technical Assistant – Sony Pictures Imageworks

Tape Chimp – Backed up and restored shots to exabyte and metrum tapes.

Fall 1993 – Spring 1995

Hughes Aircraft Company – Processor Division – Member of Technical Staff

Worked on Diagnostic testing software for F-15 Radar Signal and Data Processors