

Alexei Puzikov

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<http://www.dream.com.ua>

OBJECTIVE

As a Renderman-based pipeline developer currently working for a mid-size growing animation company, I'm always looking for the ways to put my skills to the test and make a step forward in my career. I believe that being part of your studio will be a best way to apply my experience in modern tools development, Renderman technology, FX studio pipelines, user interface and user experience design.

SUMMARY OF QUALIFICATIONS

- More than 10 years of experience with Renderman technologies.
- More than 16 years of experience in programming with different languages, tools, operating systems and environments, including the most modern ones.
- Experience of working in mid-size animation studio creating the rendering pipeline from scratch, under strict requirements and deadlines.
- Sole developer of widely-known visual Renderman shaders development tool – ShaderMan.
- Freelance consulting for CG companies and production studios on Renderman pipelines, workflow automation, network rendering etc.
- Creator and administrator of *Renderman.ru* community, Renderman evangelist, author of several book chapters, articles and translations.
- Experience of working in offshore outsourcing company, managing the artistic team up to 40 people.
- More than 12 years of user interface and web design experience; more than 70 successful projects as designer, developer and project manager.
- Lead User Experience and User Interface designer for an innovative web applications IDE – JetBrains Fabrique.

EXPERIENCE

Space Chimps Productions (Vanguard Animation)

March 2006 - September 2007

Being part of Tools Development team as *Senior Tools Developer*, worked on completely new Renderman and Maya-based pipeline, using the most advanced and modern technologies available. Singlehandedly designed, developed, documented and launched dailies system; textures and sound management parts of pipeline; animation support system and Layout-to-editorial workflow. Took significant part in development of asset tracking system, color management and a couple of other tools and technologies now used in the studio. Proactively promoted use of modern web-based tools and technologies and Wiki in the studio.

JetBrains s.r.o. (d.b.a. IntelliJ Labs)

October 2004 - January 2006

Worked as a *Lead User Experience designer* on JetBrains Visual Fabrique, the innovative IDE for web applications. Produced both visual and user experience aspects of product interface; in close collaboration with programmers and QA personnel went thru several major revisions of product's functionality and appearance. Developed sketches, diagrams, functional and design prototypes, personas, guidelines, documentation.

Also took part in development and discussion of other JetBrains products, such as JetBrains Omea. Lead a small group of web designers, working on both the company web assets and the new technologies prototypes and examples. Actively working on a new products ideas and prototypes.

TeamDev Ltd.

October 2004 - January 2006

Working as a remote contractor for JetBrains, was actually a TeamDev employee and part of big group of other contractors. Besides my major workload, played a role of *Lead Designer* in this company, working on numerous design and usability projects, designing identities, interfaces and sites for our clients.

Validio Software LLC (MIIK Firm Ltd.)**September 1997 - October 2004**

As *Graphics Department Manager* and *Lead UI Designer* created, organized and lead the Graphics Department in the quickly growing offshore software outsourcing company. Played an active role in all the projects as a manager and artist. Closely and proactively collaborated with US-based and European clients on usability and design issues.

As a result, designed and co-designed more than 70 web sites, web applications and desktop applications; took part in several UX projects on application redesign; organized and played active role in usability studies for applications and sites; our department was a single largest high quality vector clipart producer in the world at that time.

HADO TV Studio**October 1996 - September 1997**

Installed a small TV studio; worked on all the technical aspects of studio launch and TV production. Lead small 3d and video projects for the studio. Also worked as administrator and supervisor for the company network; handled the company transition to Internet banking.

EDUCATION**Kharkov State University****1993-1998**

Physics Faculty, Department of Optics and Spectroscopy
Bachelor's Degree in Solid State Physics

SKILLS

3D programming and rendering	Expert, 12 years
Renderman	Expert, 8 years
Alias Maya	Expert, 6 years
Maya MEL	Expert, 5 years
Python	Expert, 3 years
C/C++	Intermediate, 4 years
Internet design and programming	Expert, 12 years
Graphical user interface design	Expert, 9 years
Information Architecture, Interface Usability	Expert, 9 years
PHP	Expert, 9 years
Perl	Intermediate, 7 years
Adobe Photoshop	Expert, 12 years
HTML/DHTML/CSS/JavaScript/AJAX	Expert, 12 years
Apple Shake	Intermediate, 5 years
D2/Foundry Nuke	Intermediate, 5 years
Borland Delphi and other Pascal dialects	Expert, 14 years

FOREIGN LANGUAGES

Fluent in English (both written and spoken; studied modern American English for a year on special courses; over 8 years of everyday Business English correspondence experience; over 1.5 years of everyday spoken experience in studio), Russian (mother tongue) and Ukrainian (official state language).

ADDITIONAL INFORMATION

More than 8 years of experience with Renderman. Before working for Vanguard Animation - freelance consulting for former-USSR CG companies and production studios on Renderman technology workflow, including pipelines setup, workflow automation, network rendering clusters setup et al.

Author of Shaderman, free visual Renderman shaders builder, leading WYSIWYG shader building solution for Renderman (<http://www.dream.com.ua/thetool.html>); a new, open source version is released as ShaderMan.Next). Author of several other utilities, like reLight and renderFarm; co-author of several utilities like Vtexture (support for vector textures in Renderman; together with Alexander Segal) and Gee (realtime Renderman-based relighter, together with Yegor Chaschin).

Creator and administrator of Renderman.ru community. Actively supporting and promoting one of the most active and influential high-end VFX community in Russia and former USSR web space. Actually authored and adapted all the backend scripts; created, tested and implemented site design; web site is recently restarted with completely new backend and design, also created by me.

Renderman evangelist and frequent speaker on CG summits and conferences, with experience of being host on several of them. Open source supporter, in 2007 presented ShaderMan.Next during Open Source BOF on Siggraph .

Translated and copyedited documentation, tutorials and FAQ documents on Renderman, including RmanNotes translation and comp.graphics.rendering.renderman FAQ. Wrote several articles and FAQs on Renderman, published on Renderman.ru.

Has been a part of "Understanding Maya" book project, being author of 1 chapter, covering external Maya renderers and specifically Renderman, and technical editor and consultant for more than 12 of other chapters. Book is published in 2007 in Russian language by Kostin Publishing; English and Chinese translations are in talks as of today.

Participated in NVidia Gelato beta team since the first beta release of the product. Has been granted a personal exclusive license for proactive promotion of Gelato and beta testing. Working on several tools, including ShaderMan for Gelato.

Took part in ATI beta team for Ashli. Actively participated in Ashli evangelism.
