Visual Studio and GCC C/C++
Python 2.x/3.x
PySide/PyQt/Qt5/QML
OpenGL & SDL
Adobe Expressions
Javascript & PHP
Mel/PyMel/OpenMaya
Maxscript
Shotgun API

FRANK LIMA

Technical Animator Technical Director

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Adobe After Effects
Adobe Photoshop
Toon Boom Harmony
Blender 3D
Unity3D
Unreal Engine (v4.x)
3D Studio Max
Maya
Houdini
Shotgun
Linux/Unix

I am a technical animator and technical director with skills in both the animation and computer science fields. I specialize in After Effects, Maya, Houdini, 3D Studio Max, and Blender. I have worked as technical leads in productions since 2006. I enjoy working with both creative and/or technically minded people throughout the entire animation pipeline with creating tools and solving the needs of the studio's productions.

DreamWorks Animation TV **(2019 - Current)**

FX Pipeline Technical Director & FX Artist

- Created a new software suite for DreamWorks Animation TV for the FX animation pipeline that could launch on both Maya and Houdini environments and allowed the artist to apply, load and overlay one or many FX and presets to their shots. The Fx Pipeline also included an entire file system API which was extensible and allowed more flexibility for file naming, searching, versioning and applying.
- Worked with the Lighting team to create a new version of their Shotlight Tool software (V4.5) which included creating advanced render layers that could store associations with other layers, overlaying render layers, and creating seeds for randomized values per shot, per scene and per episode.
- Created a process management tool that queues and launches processes in their own threads. Once processes are launched, they are monitored for output and completion. The process management tool can also monitor processes on the DreamWorks Deadline renderfarm and return statuses. The API also comes with a GUI front-end tool to monitor multiple processes and process trees.
- All Maya tools created used Python 2.x and PySide2 using pymel to access node attributes and store their values.
- Modified a custom GPU Cache Plugin that allowed for animation offsets, animation speeds and animation types and ported it to Maya 2020. The GPU cache plugin was compiled using both Visual Studio 2019 and GCC (for the Linux environment build).
- Helped a coworker in the texturing department use QML, Python and OpenGL to create a program to test texturing.
- All tools created for DreamWorks Animation TV (in HUB) were packaged and deployed using Rez and the Rez environment.

NASA's Jet Propulsion Laboratory **(2017 - 2019)**

Graphics Software Engineer & UI/UX

- Worked with graphics drivers (Nvidia's CUDA technology) for 3D image processing.
- Created entire GUI suites for major missions at NASA's Jet Propulsion Laboratory & Caltech using Python and PyQt (Qt5 / QML)
- Obtained a copyright and patent for graphics and imaging software created for Caltech's planetary research. Software designed is now publicly used at research institutes across the United States.
- Used Git and SVN for version management, depending on mission.
- Worked on integrating an existing GUI's back-end technology with Unity and Unreal with virtual reality to give the researchers a different experience.

Freelance Technical Animator & Technical Director **(2006 - 2019)**

Burning Bright, Counting on Sheep, Nothing to Say, Sloppy Joe, Auden Finds an 'N', Torendion, Anarchy TV, Declan & the Darkness, The Magic Hours, Feelings You Can See

- *'Burning Bright'* - Was the technical animator and compositor for this short film. Created 2D rigs and solved compositing challenges with existing assets. Burning Bright premiered at the SOHO Film Festival in 2019 and has won several film festival awards.
- '*Sloppy Joe*' – Was technical director for the PSA series production. Series premiered on Canada's '*MuchMusic*' upon completion and was received with high regard.
- '*Auden Finds an N*' – Lead 3D compositor and motion tracker. Production received a Lubalin Award for its design.
- '*Feelings You Can See*' – Production required exclusive attention to real world physics. Used 3D Studio Max, massFX and Reactor as primary tools during production. Premiered as part of a major art gallery in Long Beach.
- Created an efficient animation pipelines for studios using Toon Boom Software, Adobe After Effects and 3D Studio / Maya to increase throughput of finished product and give a unique feel consistent with the director's needs.

Concept Overdrive **(2016 - 2017)**

Software Engineer, SFX

- Worked with MotionBuilder and Overdrive for motion capture to be used for Maya and live motion control systems.
- Engineered new technology for the film and animation industry for practical effects, motion capture and animatronics using the Overdrive system.
- Mainly used real-time Linux-based systems, C/C++ with Qt and Python with PyQt.

ShadowMachine Animation (Comedy Central) **(2015)**

Technical Animator & Technical Director / After Effects Rigger: TripTank Season 2

- Used After Effects, DuIK and created custom plug-ins / programmed Expressions to rig main characters for various shows.
- Created easy-to-use facial phonetic and expression morphing system in After Effects to streamline animation pipeline.
- Designed a template skeleton rig for the studio's future use for basic characters (background and tertiary characters).
- Updated DuIK software to include custom tools for use at ShadowMachine.

Fourth Wall Studios **(2012)**

Technical Director / Technical Animator & After Effects Rigger: Airship Dracula

- Created rigging and puppet systems in After Effects tied to expression controls, test drove DuIK in its infancy and helped its developer improve the software
- Animated technical systems during production, such as vehicular suspension, engines and other 'Steampunk' apparatuses.
- Managed a Toronto-based animation studio (*Tinman Creative Studios*), provided them shots, breakdowns and met strict deadlines.

California State University Long Beach **(2005 - 2012)**

Bachelor's of Science – Computer Science

- Thesis – Created cross-platform graphics render engine using OpenGL and SDL with C and Assembly

California State University Long Beach **(2008 - 2012)**

Animation & Illustration program -- apprenticeship from head of department (Professor Aubry Mintz)