



Sheldon Serrao

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Experience

Pixar Animation Studios

Shading td Intern on WALL-E (05/06 – 08/06)

Worked with tds and help develop mel scripts and helped in various other tasks in production.

Walt Disney Animation Studios

Look Development td intern (06/05 – 08/05)

Training program for shading and pipeline development.

Professional Skills

- A strong knowledge in **mel scripting**.
- Good knowledge in programming, specifically in **C++**, **python**, **tcl/tk** languages
- Good foundation in developing effects including **Maya's fluids** and **Realflow's** fluid simulators.
- Basic knowledge of the **Maya API**.
- Strong understanding in **Renderman shading language** and developing looks for objects in scenes using procedural techniques.
- A good understanding of **lighting**.
- Experience working in a team environment as a contributor to a common goal.

Skills

- **Programming Languages:** C++, Python, Tkinter, TCL/Tk, MEL, Unix, Renderman SL & RIB, SLIM
- **Operating Systems:** Linux, Windows and Mac OS X
- **Software:** Maya, MTOR, Realflow, Houdini, After Effects, Adobe Photoshop, Final Cut Pro.

Education

Academy of Art University San Francisco, BFA Visual Effects major (2003- present)