

Sheldon Serrao

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Experience

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| Industrial Light and Magic | Effects td (10/11 – 02/12) <ul style="list-style-type: none">• Avengers |
| Weta Digital | Effects td (06/11 – 09/11) <ul style="list-style-type: none">• The Adventures of Tin Tin |
| Industrial Light and Magic | Effects td (01/11 – 05/11) <ul style="list-style-type: none">• Cowboys and Aliens |
| PDI/Dreamworks
Animation Studios | Effects td (01/08 – 01/11) <ul style="list-style-type: none">• Megamind• How to train your Dragon• Merry Madagascar• Madagascar 2 |
| Pixar Animation Studios | Sets Intern (05/06 – 08/06) <ul style="list-style-type: none">• WALL-E |
| Walt Disney Animation
Studios | Intern (06/05 – 08/05)
Training program for shading and pipeline development. |

Professional Skills

- Worked on various effects, and help develop the look and systems for sequences through the movie.
- A strong technical knowledge in Maya api and mel script. Wrote plugins to help artists in production.
- Good knowledge in programming, specifically in C++, python languages
- A good understanding of Houdini's DOPS, Maya's fluid, and Realflow's fluid simulators
- Strong understanding in Renderman shading language and MTOR
- Experience working in a team environment as a contributor to a common goal.

Skills

- **Programming Languages:** C++, Python, TCL/Tk, MEL, Unix, Renderman SL & RIB, SLIM
- **Software:** Houdini, Maya, MTOR, RealflowAfter Effects, Adobe Photoshop, Final Cut Pro, Dvd Studio Pro.

Education

Academy of Art University San Francisco, BFA Visual Effects major (2003-2007)