Sheldon Serrao

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Film Experience

Industrial Light and Magic	**Senior Effects td (08/06/2012 – current)**

- Star Wars Hans Solo Project
- Transformers The Last Knight
- Kong: Skull Island
- Star Wars Episode 7
- Teenage Mutant Ninja Turtles
- Transformers 4
- Captain America 2 The Winter Soldier
- The Lone Ranger
- Pacific Rim

Sony Imageworks — **Effects td (04/02/2012 – 07/31/2012)**

- Hotel Transylvania

Industrial Light and Magic — **Effects td (10/03/2011 – 03/2012)**

- Avengers

Weta Digital — **Effects td (06/06/2011 – 09/28/2011)**

- The Adventures of Tin Tin

Industrial Light and Magic — **Effects td (01/03/2011 – 05/31/2011)**

- Cowboys and Aliens

PDI/Dreamworks Animation Studios — **Effects td (01/14/2008 – 12/31/2010)**

- Megamind
- How to train your Dragon
- Merry Madagascar
- Madagascar

Realtime Experience

- Worked on Disney theme park realtime ride using Unreal engine for volumetric clouds and other level fx including authoring customizable blueprints.

Programming Experience

- Wrote cuda code in C++ for ILM's proprietary gpu smoke solver and extended its capabilities to account for volume (vdb) collisions and sourcing.
- Extended ILM's smoke solver to write out deep output exr images
- Wrote a Qt spreadsheet in Python to display 1 million+ point data off ILM's proprietary particle format.
- Updated and extended several ILM's in house tools using Python
- Developed Maya plugins in C++ for production use.

Film Work Experience

- Worked on various effects, and help develop the look and systems for sequences throughout the movie.

Skills

- **Programming Languages:** C++, Python, Qt
- **Software:** Houdini, Maya, Unreal Engine, After Effects, Adobe Photoshop, Final Cut Pro

Education

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