

Jeff.Wang

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Objective Seeking full-time employment as a technical director, with an emphasis on creature rigging/setup. Available 6/2008.

CG.Experience

Cornell Program of Computer Graphics – Oct.06 | Present

- Mentor three graduate students and three undergraduates in an interdisciplinary setting to apply technology developed for the animation industry towards solving scientific problems.
- Verify the rediscovery of the Ivory-Billed Woodpecker.
- Simulate bird flight and light reflection in a physically and physiologically accurate manner.

Ivory-Billed Woodpecker Publicity Animation – Jan.08 | Present

- Muscle system for deformations.

High Speed Motion Capture – Aug.07 | Present

- Design a motion capture system with high-speed video cameras, retro-reflective markers, and infrared light sources to record wing beat patterns of birds in the wild.

***The Lord God Bird* – Apr.07 | Jul.07**

White Mountain Films in association with National Geographic

- Managed crew of four to produce VFX sequences for a documentary feature about the Ivory-Billed Woodpecker.
- RenderMan Pro Server Pipeline Setup, Matchmoving (Boujou), Layout, RenderMan shaders, Maya Character Rigging, Procedural Geo, Lighting, Compositing (Shake)

Instructor – Fall.07 | Present

Teaching Assistant – Aug.04 | May.06

Computer Animation (3dsMax) and Advanced Animation (Maya)

- Aid in lecture preparation and present guest lectures.
- Supervise teaching assistants in the creation of recitation sections, tutorials, and critiques.
- Provide artistic criticism in a variety of settings.

***Animating the Ivory-Billed Woodpecker* – Aug.05 | Oct.06**

Cornell Program of Computer Graphics – Masters Thesis

- Reconstructed the skin and skeletal surfaces of a CT-scanned specimen. Created model and rig in Maya with the data.
- Created a procedural system to model and animate flight feathers using MEL scripting. Appearance of additional contour feathers simulated using Maya Fur.

***Cars* – May.04 | Aug.04**

Pixar Animation Studios – Technical Director Intern

- Wrote web-based internal documentation for the modeling and shading departments.

***Mimes on Parade* – Spring.04**

- Advanced Animation – CS.566/ART.372 (Maya)

***Two Aliens and a Fire Hydrant* – Fall.04**

- Computer Animation – CS.565/ART.273 – 3dsMax (3dsMax)

Work Experience

College Hockey News – March.07 | Present
Photographer

Cornell University – Biological & Environmental Engineering

Intro to Computer Programming – BEE.151

Lead Teaching Assistant – Fall.03

Teaching Assistant – Fall.02

Cornellian Yearbook – Aug.02 | May.04

Photography Editor

- Managed photography production, staff, equipment, and budget for a ~500 page yearbook.

NASA, Kennedy Space Center – May.01 | Aug.01

Space & Life Sciences Training Program

Education

Cornell University – Ithaca, NY

Master of Science – Aug.04 | Oct.06

Program of Computer Graphics

- Relevant coursework: Computer Graphics, Physically-Based Rendering/Animation, Numerical Methods, Visual Perception, Cinematography
- Cumulative GPA: 3.23

Cornell University – Ithaca, NY

Bachelor of Science – Aug.00 | May.04

Biological and Environmental Engineering

Minor: Biomedical Engineering

- Cumulative GPA: 3.4

Skills

Fluency in: Python, MEL, RenderMan Shading Language, JAVA

Basic familiarity with: C++, UNIX, Adobe Premiere, CVS