

Henry van der Beek

I would like to work in Research and Development of custom made tools for animation. I am keen to work in a role involving programming and scripting in the context of pipelining and procedural modelling and animation. I would like to develop my skills in the areas of shader writing and texturing.

Address: 108 Stapleton Hall Road, London N4 4QA
Tel: (+44) 0208 340 2292 • **Mobile:** (+44) 07737 031 081
Email: ninhenzo64@hotmail.com • **Website:** www.ninhenzo64.com
Date of Birth: 29th July 1981 • **Nationality:** British

Education

MSc Computer Animation 2002-03 National Centre for Computer Animation, Bournemouth BH12 5BB

Languages: c++, Python, Bash, MEL, VBScript, HScript, Renderman (.rib, .sl)
Packages: maya, Renderman, Houdini, XSI, Behaviour, Endorphin, Shake, MTOR/RAT

Key Projects:

- Bullring (crowd simulation) – Scene modelled in maya, geometry piped into c++ simulation as collision boundaries. Crowd members generated in rib format, and scene exported using MTOR. Python and Bash scripting then used to bring elements together and distribute Renderman rendering across multiple machines.
- Europa (pipelining) – Bringing a character textured modelled and animated in XSI to be rendered in Houdini.
- Rigid Body Dynamics – c++ physics simulation modelling collisions between different polygonal objects.
- Dynamism (MEL scripting) – Duplication of multiple animated figures used to generate church full of people.

MSc Computer Science 2002-03 University College London, Gower Street, London WC1E 6BT

Modules: Graphics, Neural Networks, Databases, Software Engineering, Hardware Architecture.
Languages: Java, C, C++, Miranda/Amanda, assembler.

Elected departmental course student representative.

Dissertation: Evolving Virtual Garden – Real time evolutionary system using principles from animation, genetic algorithms, and L-Systems, written in C/C++ and OpenGL.

BEng Civil Engineering 1999-2002 University College London, Gower Street, London WCE 6BT

Work Experience

Systems Administrator – Jim Henson's Creature Shop (Nov 2004 – Oct 2005)

Key duties:

- Helping to run and maintain a network of up to 200 Linux, Windows and Mac machines in an intensive and demanding production environment, as part of the production support team.
- Building and setting up machines depending on artists' and projects' requirements.
- Solving software and hardware issues for artists using mainly Maya, Renderman and Shake, but also Boujou, Deep Paint, Reelflow, XSI and various in-house tools.
- Helping to manage the storage and transfer of data between London and LA sites by writing a custom made tool to facilitate this using Python and tcsh scripting.
- Construction, maintenance and monitoring of 200 processor renderfarm.

Other Work Experience:

VB Programmer (2005 – 2006) *Liberata, Millbank Millbank Tower. Millbank. London. SW1P 4ZT*
English Teacher (Aug 2005) *Olympia Academy, 22 Hang Mam Street, Hoan Kiem, Hanoi, Vietnam*
Cashier/Student Advisor (2000 – 04) *Natwest Bank, 104 Tottenham Court Road, London, W1A 3AW*
Bar Manager (Summer 1999) *La Maison Verte, 31 Avenue Henri Mas, 34320 Roujan, France*

Other Skills

Languages: English (Native), Portuguese, French (Intermediate), German, Spanish (Basic)

Animation:

- President of Bournemouth University Animation Society.
- Drawn Animation (10 week course) *Central St Martins College, Southampton Row, London WC1B 4AP*
- Stop Motion Animation (2 week course) *The Guildhall, High Street, Bath BA1 5AW*