

Joel Van Eenwyk

CONTACT INFORMATION

4705 Spine Rd. #B
Boulder, CO 80301
Phone: 317-288-1834
Email: joel@vfxjournal.net
Homepage: www.vfxjournal.net

OBJECTIVE

Create tools to improve the pipelines in a visual effects studio, to work in R&D to develop innovative solutions to problems, and to help push the technological boundaries of the visual effects industry.

SUMMARY

- 6+ years experience in software engineering and programming
- Skilled in the following programming languages: C/C++, Haskell, Visual Basic, Java, Assembly (mostly x86), a variety of 3D scripting languages (e.g., HScript, MEL, etc), Tcl/Tk, and some web-based languages (e.g., HTML, CSS, PHP, etc)
- Experienced creating shaders visually (in Houdini and Maya) and with shader languages for real-time systems (e.g., GLSL) and film (e.g., Renderman)
- Extensive experience with the Windows API along with the cross-platform window toolkit wxWidgets
- Skilled in the use of many 3D packages including: Houdini, Maya, and 3dsmax.
- Highly motivated and works well alone and with a team
- Skilled in management of development projects
- Experienced in writing technical documentation

EXPERIENCE

2004 – Present. Lead Programmer and Developer of Agents

- Utilized numerous AI and swarming techniques to accurately simulate crowds
- Developed the cross-platform interface
- Managed the testing and deployment

Aug 2006 – Dec 2006. Teacher's Assistant for Game Design Course

- Taught cross-platform interface development with wxWidgets
- Taught basics of game creation with SDL

2003 – 2004. Co-Author of “Mastering Unreal Technology: The Art of Level Design”

Sams Publishing 2004 (www.sampublishing.com)

- Authored around seven chapters covering technical aspects of the Unreal Engine, various portions of UnrealEd, and the techniques involved in creating levels for Unreal.
- Conducted extensive R&D work throughout the book's development.

2003 – 2004. Chief Technical Officer at 3DBuzz, Inc.

3DBuzz Inc. (www.3dbuzz.com) is a company that offers computer-based training to the 3D industry. During my time with 3DBuzz as CTO, I achieved the following:

- Speaker and Presenter at trade shows within the 3D and gaming industries in N. America and Europe. (e.g. GDC, Siggraph, etc.)
- Partnered with Epic Games Inc. (www.epicgames.com) to design and develop enhancements for UnrealEd, the application used to create and modify content for the Unreal[®] Game Engine.
- Produced computer-based training in the fields of C++ programming, Maya API, MEL/Unreal/Houdini scripting, and so on.
- Instructed an intensive training course on how to use C++ and the Maya API to create plug-ins for Maya.

1998 – Present. Freelance Developer

- 2001. Developed a graphing module for stock management program P.R.O.F.I.T Trader in Visual Basic 6.0.
- 1999. Designed, developed, tested, and documented a stand-alone program called Picture Scroller, which was later distributed as shareware.

EDUCATION

2007. Outstanding Senior at KU

An award that is given to one student in each academic major based on professor recommendations and academic achievements.

2002 – 2007. BS in Computer Science at KU

Received a Bachelor of Science in Computer Science at the University of Kansas with a cumulative GPA of 3.64.