

Mike Jutan

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Personal Statement

I was 10 years old when I first saw the T-1000 melt through the checkerboard floor in Industrial Light & Magic's epic visual effects film, Terminator 2. I remember pointing at the screen in awe and saying to my parents, "Mom, Dad... I'm doing *that* with my life." Throughout my childhood, I continued to develop my fascination with computers and skill in mathematics, focusing like a laser beam on my goal. I spent countless hours researching, planning and learning the skills I would need to work at ILM. I worked incredibly hard at Canada's top Computer Science university, achieving both academic success and a catapult forward into the industry, via its world-renowned Co-Op Internship program. It's often said that an overnight success is 15 years in the making. From the moment I discovered my passion, to the day when I started living my dream as an R&D Engineer at ILM, were 15 years of focus and determination.

Computer Skills

- *Programming expertise:* C++, Python, Qt, PyQt, MEL, Maya API
- *Software:* Maya, Visual Studio, Eclipse, GCC, GDB, Qt Designer, Perforce, CVS, Word, Excel, PowerPoint, Keynote, Photoshop, Houdini, iMovie, Xcode, Profiling tools, UNIX shell utilities
- *Operating Systems:* Linux (CentOS/SUSE/Ubuntu/Redhat), Windows (XP, Vista, 7, 10), Unix, OSX
- *Other programming experience:* C, Java, Objective-C, Visual Basic, GTK, FLTK, MIPS, HTML

Education

- Bachelor of Mathematics, (Honours Computer Science Co-op), University of Waterloo, Waterloo, Ontario, Canada. Sept 2002 - Apr 2007 (Graduated with Distinction)
- Ontario Secondary School Diploma, London Central Secondary School, London, Ontario, Canada. Graduated June 2001 as Ontario Scholar (92.5% Graduating Average)

Work Experience

Industrial Light + Magic, San Francisco, California: 2007-Current

R&D Engineer: Apr 2009-Current

Virtual Production (August 2015-Current)

- Creating new Virtual Camera technology to improve a Director's experience on set
- Mocap Operator on-set for Virtual Production shoots on *Rogue One: A Star Wars Story*
- Designed workflows to help artists iterate in high-pressure production environments while aware of the Director's artistic goals

Technical Ambassador, ILM London UK Office (May 2015)

- Affected multiple fronts: Teaching, Technical, Social, Company Culture/Employee Life
- Kicked off the Social Committee, to plan studio-wide events and charitable endeavors
- Found opportunities for growth/support, reported key takeaways to SF Executives, Staff

Asset, Caching, Validation Team (April 2014-July 2015)

- Analyzing and optimizing the ILM Asset Creation and Shot Pipeline
- Discovering and implementing software to realize gains in artist throughput

Animation R&D Team Leadership (Aug 2013-Jan 2014)

- Project Lead for BlockParty 2.5 rigging system during rollout to multiple ILM shows. Managing client expectations, competing requests, and delivering quick turnaround.
- Animation R&D Workgroup Lead, prioritizing requests with supervisors and leads
- Maya bundle owner, in charge of Maya pipeline builds and version upgrades

BlockParty 2: Visual Procedural Rigging Toolkit (Jan 2012-April 2014)

- Innovating upon ILM's BlockParty concept, creating a revolutionary rigging system
- Emphasis on accessibility (even for non-riggers), ease-of-use, and performance
- Managing communication with VFX supervisors, artists, Pipeline, QA, UX designers
- Advocacy/Technical Evangelism within and outside of Lucasfilm
- Project organization, iteration planning, agile prioritization with clients, scoping, accurate time estimation, software architecture & engineering, mentoring teammates

Previsualization (Aug 2011-Jan 2012)

- Software development on Zviz, a close-knit team of R&D developers and supervisors
- One-on-one design discussions and QA of my work with the lead interaction designer
- Responsibilities: develop user interaction features, primarily in C++ Qt

Holistic Pipeline (Jan 2011-Aug 2011)

- Lead for ILM's Autogenerated Low-Resolution character pipeline project
- Close design relationship with ILM Creature Supervisors
- Responsibilities: client spec, design, develop, test, release, promote, evangelize
- Expectation: significant efficiency improvements across Crdev/Modeling/Animation

Asset Workflow (Jan 2010-Dec 2010)

- Collaboration with Lucasfilm Animation's Production Engineering group
- Development of feature animation data format, workflows
- Made several key usability improvements to Curve Editor animation tool

Animation Pipeline for LucasArts (Apr 2009-Dec 2009)

- Designed and developed Cinematic and In-Game Animation exporter
- Globalization of AnimTools: Pose animation, Character creation/selection GUIs, MoCap
- Promoted multi-divisional tool re-use and encouraged further cross-collaboration

Associate R&D Engineer, Animation & Creature Pipeline Development: Jul 2007-Apr 2009

Globalization of Animation/Rigging Tools

- C++, Python, Maya API software development for new and existing in-house tools
- Ported Linux tools to Windows, thereby broadening the user base, reducing wasted engineer time, and improving software experience for all Lucasfilm divisions

Mobius: Next-generation Maya importer-exporter

- Worked as part of a strategic team to significantly overhaul key portions of the pipeline
- Enabled major efficiency gains/cost-savings for Transformers 2 and all films following

Transfer Properties: Mirroring tool

- Expanded upon existing technology to increase efficiency for Creature TDs

Pixar Animation Studios, Emeryville, California: 2005-2006

Technical Director Intern - Sets Dept., Disney•Pixar's Wall-E: Aug-Dec 2006

- Modeling of set props, UV Mapping, MEL and Python scripting, model creasing and fixes, applying shaders, layered shader dirt/dust/rust painting, applying graphics
- Developed & published scripts to improve my efficiency and to benefit other TDs
- Presented MEL tools which I had developed in previous internships to the Sets TDs

Production Engineering Intern: Jan-April 2006

- Designed and developed Maya variant and scene management tools in MEL
- Worked closely with Production teams to complete time-sensitive Python scripts
- Taught a selection of Maya 7.0 new features, tips and tricks to Pixar modeling TDs

Production Engineering Intern: May-Aug 2005

- Maya C++ API plug-ins, MEL development for Disney/Pixar's *Ratatouille* and *Wall-E*
- Designed, fully implemented GUIs & Maya tools, based on requests from Pixar TDs

Alias (formerly Alias|Wavefront), Toronto, Canada: 2003-2005

On-campus interviews for Alias at the University of Waterloo: Nov 2005

- Recruiting presentation: Spoke to prospective interns about my experiences at Alias
- Reviewed resumes, performed in-person interviews on behalf of Alias management

Maya 7.0 Modeling / Maya 6.5 Performance developer: Aug-Dec 2004

- Created several new Polygonal modeling/UV texturing features and developer tools
- Improved outdated documentation to increase the productivity of future developers

Maya 6.0 API/Performance developer: Jan-Apr 2004

- Played a lead role in Maya performance improvements for version 6.0
- Presented my findings to 100 developers and executives, filmed for Alias India office

Alias ImageStudio 1.0 Software Developer: May-Aug 2003

- Learned Alias's proprietary MEL scripting language, created several key UI elements

Harvey Norman Computer Superstore, Newcastle, Australia: Dec 2001-Mar 2002

- Computer Salesman at Australian retail chain (www.harveynorman.com.au)
- Required expert, up-to-date knowledge of a wide range of computer hardware/software
- Promoted to a high-level of commission plus salary after only 3 weeks

President, Computer Solutions: 1995-2002

- President of my own computer consulting business
- Specialized in web design, tutoring, onsite troubleshooting, OS/software/hardware install
- Contracts with: JASC Software Inc, University of Western Ontario, The NRG Group
- Addressed 150 Canadian business leaders, spoke about my career goals
- Interviewed for several full-page feature articles in London and Toronto newspapers

Credit List

- *Carne y Arena* (2017): Technology Support (Legendary/ILMxLAB)
- *Kong: Skull Island* (2017): ILM Research & Development (Legendary/Warner Bros.)
- *Rogue One: A Star Wars Story* (2016): Digital Artist (Lucasfilm)
- *The Star Wars After Show (TV)* (2016): Self (Lucasfilm/Verizon)
- *Doctor Strange* (2016): ILM Research & Development (Marvel)
- *Deepwater Horizon* (2016): ILM Research & Development (Summit/Participant Media)
- *Warcraft* (2016): ILM Research & Development (Legendary)
- *Teenage Mutant Ninja Turtles: Out of the Shadows* (2016): ILM R&D (Paramount)
- *Captain America: Civil War* (2016): ILM Research & Development (Marvel)
- *The Revenant* (2016): ILM Research & Development (New Regency)
- *Star Wars: Episode VII - The Force Awakens* (2015): ILM R&D (Lucasfilm/Bad Robot)
- *Ant-Man* (2015): ILM Research & Development (Marvel)
- *Batkid Begins* (2015): Cast, Photography, Indiegogo, Special Thanks (Warner Bros./New Line/KTF)
- *Jurassic World* (2015): ILM Research & Development (Amblin/Legendary/Universal)
- *Tomorrowland* (2015): ILM Research & Development (Disney)
- *Avengers: Age of Ultron* (2015): ILM Research & Development (Marvel)
- *Strange Magic* (2015): ILM Research & Development (Lucasfilm)
- *Teenage Mutant Ninja Turtles* (2014): ILM Research & Development (Paramount)
- *Lucy* (2014): ILM Research & Development (Canal+)
- *Transformers: Age of Extinction* (2014): ILM Research & Development (Paramount)
- *Captain America: The Winter Soldier* (2014): ILM Research & Development (Marvel)
- *Noah* (2014): ILM Production and Technical Support (Paramount/Regency)
- *Pacific Rim* (2013): ILM Research & Development (Warner Bros.)
- *The Lone Ranger* (2013): ILM Research & Development (Disney)
- *Star Trek Into Darkness* (2013): ILM Research & Development (Paramount/Bad Robot)
- *G.I. Joe: Retaliation* (2013): ILM Research & Development (Paramount/MGM)

- *The Avengers* (2012): ILM Research & Development (Marvel/Paramount)
- *Battleship* (2012): ILM Research & Development (Universal)
- *Cowboys & Aliens* (2011): ILM Research & Development (Universal/DreamWorks)
- *Star Wars: The Force Unleashed II* (2010): ILM R&D Games Engineering (LucasArts)
- *Transformers: Revenge of the Fallen* (2009): ILM R&D (DreamWorks SKG/Paramount)
- *Wall-E* (2008): Shading Technical Director intern - Sets department (Disney•Pixar)
- *Ratatouille* (2007): Production Engineering (Disney•Pixar)

Graphics Conferences

SIGGRAPH

- Speaker: *BlockParty 2: Visual Procedural Rigging for Film, TV, and Games* (SIGGRAPH 2013)
- Attendee: 2005, 2007, 2008, 2012, 2013
- Recruiting Booth (representing Lucasfilm: 2012, representing Pixar: 2005)

DISGRAPH // Modeling/Rigging Track Leader, Speaker: 2014, VR/AR/Interactive Speaker: 2016

Autodesk University // Speaker: *Nested References in Maya* (ADN Media & Entertainment, 2011)

Maya API Developers Conference // Speaker: *Maya & the ILM Visual Effects Pipeline* (2008)

SIGGRAPH ASIA // Attendee & Recruiting Booth (for Lucasfilm): 2009 (Yokohama, Japan)

Game Developers Conference // Attendee: 2008, 2009, 2012, 2013, 2017

Publications (more at mikejutan.com/work/publications)

1. *BlockParty 2: Visual Procedural Rigging for Film, TV, and Games*

Rachel Rose, Mike Jutan, John Doublestein

ACM Transactions on Graphics, Proceedings of the 40th ACM SIGGRAPH Conference & Exhibition

SIGGRAPH 2013 - Anaheim, California, USA

2. *Director-Centric Virtual Camera Production Tools for Rogue One*

Mike Jutan, Steve Ellis

In Proceedings of SIGGRAPH 2017 Talks

SIGGRAPH 2017 - Los Angeles, California, USA

Patents (more at mikejutan.com/work/patents)

1. Flexible 3-D Character Rigging Blocks with Interface Obligations
Inventors: Michael Justin Lee Jutan, Rachel M. Rose, John Doublestein
U.S. Patent # 9,508,178, Granted 11/29/2016
2. Flexible 3-D Character Rigging Development Architecture
Inventors: Michael Justin Lee Jutan, Rachel M. Rose, Darby Johnston
U.S. Patent # 9,508,179, Granted 11/29/2016

Teaching / Speaking Experience

Panelist at Film Festivals for *Batkid Begins*

- CINEQUEST Film Festival, San Jose, CA (2015)
- Slamdance Film Festival, Park City, UT (2015)
- Comic-Con International, San Diego (2014)

Pixar Lunch & Learn Speaker Series (2014)

- Lecture: "Making the most of your time here", plus one-on-one career counseling for interns

Lucasfilm Speaker Series (2014)

- Moderator, Special Employee Screening: Make-A-Wish Batkid Screening with Q&A

San Francisco Film Society (2012, 2014)

- Represented ILM as part of *The Art and Science of Lucasfilm* speaker series
- Encouraged 400 high-school film students to work hard to find and follow their career dreams

Keynote Speaker, Facebook (2013)

- SF Bay Area Alumni Event, with Waterloo President Dr. Feridun Hamdullahpur

San Francisco ACM SIGGRAPH (2013) san-francisco.siggraph.org/2013/03/12/byoa

- Provided mentorship/feedback to artists at Bring Your Own Animation (BYOA) event

Autodesk Maya MasterClass (2012) area.autodesk.com/masterclasses

- 1 hr video lecture: “Developing artist-friendly pipelines using nested references at ILM”
- For the Autodesk AREA education series, describing pipeline development, Maya tips-and-tricks

TEDx (2011): youtu.be/4I5J4P0XaPA

- Motivated the young audience at TEDxIB@York with my life story: enthusiasm & determination
- Conference theme: *Passion, Purpose and Perspective* (www.ted.com/tedx/events/2395)

Lucasfilm (2007-Current)

- Developed technical curriculum with challenging, hands-on programming workshops
- Depth of material is modified on-the-fly, based on the level of experience of the students
- Taught classes for *all* Lucasfilm divisions (*in SF, Marin County, Singapore, Vancouver, London*)
- Course range includes:
 - Introduction to Programming through Python
 - Beginning Python, Intermediate Python
 - Maya Python for MEL Scripters
 - PyQt GUI and backend design
 - Python for Creature TDs (with a Maya PyQt component), Python for Compositors (with a Nuke API component)
 - Introduction to Maya C++/Python API
 - Extended Maya C++/Python API for Production

Python Users Group, Singapore (2010)

- *History of Python at Lucasfilm* with Tommy Burnette, Matthew Parrott, Aurelien Collard

University of San Francisco (2010)

- Guest Lecturer: *Production Engineering, Pipelines and Politics* (2010) with Matthew Parrott

Pixar Animation Studios (2006): Lecture: *UV texturing features in Maya 7.0*

Alias (2004): Maya brown bag seminar: *Techniques used for Maya 6.5 Performance analysis*

Leadership / Team Building

Lucasfilm

- Lead, ILM Cantina Lounge Project: 2013-2015
- Culture Club, organizing company-wide events: 2013-Current
- *Enthusiasm@Work* event through Lucasfilm University Relations for interns: 2012
- Prom Committee, organizing social events for R&D and tech departments: 2010-2013
- Spearheaded the Lucas Lounge revitalization project: 2009-2013

University of Waterloo

- Student Panel, Faculty of Mathematics Campus Day: 2007
- You @ Waterloo, Residence Tour Guide: 2006
- JSA Exec, Communications: 2006, Member-At-Large: 2007
- Frosh Orientation Leader, Village Residence: 2003, 2005
- Faculty of Mathematics Campus Day Tour Guide: 2003, 2005, 2007

Alias

- D2 (*Department of Diversions*): 2003-2004
 - Organized several company events, encouraging collaboration between departments
 - Revitalized Alias Halloween Party with an extremely limited budget. Created new traditions which still exist to this day at Autodesk
- Alias|Wavefront *Frequency* (Company newsletter): Contributor (2003-2004)

Student Council, London Central Secondary School

- President 2000-2001
- Social Director 1999-2000
- Grade 10 Representative 1997-1998
- Grade 9 Representative 1996-1997

Media Exposure (more at mikejutan.com/about/media)

- Batkid Begins film press on behalf of Warner Bros./New Line Cinema
- TEDx talk (Toronto: TEDxIB@York, 2011): youtu.be/4I5J4P0XaPA
- @uwaterloo alumni e-newsletter article (2012): alumni.uwaterloo.ca/alumni/e-newsletter/2012/jan/
- iMenorah and iMenorah HD (iPhone Application project):
 - Apple iTunes App Store: Featured Holiday App (2009)
 - Apple Store: In-store displays (worldwide, 2009)
 - Also featured in: ZDNet, CNET Crave, New York Times, MacWorld, JWeekly
- Pixar - *The Intern Experience* (2006): www.pixar.com/careers/Intern-Life#Life1/career-detail/3642/career-internal/3658?ajax=2/1
- *Alias Happy, Healthy Workplaces* (Toronto, 2004): youtu.be/4IsRCdVqFks?t=2m2s

Community Involvement (more at mikejutan.com/sideprojects)

“Batkid Begins: The Wish Heard Around the World” Documentary Film: 2014-2015

- Credits: Cast (as “The Penguin”), Additional Photography, Indiegogo Sponsor, Special Thanks
- Worked closely with Director and Producer, helped with social media, Indiegogo crowdfunding
- Interviews and panels at Film Festivals to help promote the film, spread messages of film

“Batkid” (San Francisco, Nov. 15, 2013): mikejutan.com/sideprojects/makeawishbatkid

- Played *The Penguin* for Make-A-Wish Foundation’s SFBatkid wish (sf.wish.org)
- Advocate for Make-A-Wish at official events and via social media: Batkid blog/twitter/facebook

826 Valencia (826valencia.org/about): 2009-2012

- One-on-one tutoring with elementary and high-school students (2009-2012)
- *No 1’s a Zero*: original workshop, blending elements of creative writing and digital art (July 2012)
- Co-created *Digital Storytelling*, a new workshop for high-school students (Jan-Apr 2011)
 - Taught film analysis, storytelling techniques, storyboarding methods
 - Helped groups write, direct, act, film and edit their own short film projects
 - Had a “red carpet premiere” at 826 Valencia with parents in attendance

iMenorah (mikejutan.com/sideprojects/imenorah): 2008-2014

- Donated approximately 10% of proceeds to local causes (JCCSF Arts & Ideas, SF Food Bank)

Fundraising and initiatives with Student Council: 1996-2001

- Organized and planned several large fundraising events throughout secondary school
- Make-A-Wish Foundation: raised funds, sent a disabled girl & her family to Disneyland
- Chief organizer for two large conferences at my high school and frequent OSSSA leader
- Facilitated fundraising for United Way, Scrooge Campaign, 30 Hour Famine

Further Education

- Evening classes: SLR Photography, Script and Film Analysis, Photoshop, Emotional Intelligence, Emotional Fluency, Agile Methodology, Improv Acting, Insights, Sculpture
- Attended a wide range of lectures from the JCCSF, San Francisco Film Society, SF Intl Animation Festival, Lucasfilm and Pixar Speaker Series including the following speakers:
Authors, Artists, Musicians: Jonathan Safran Foer, Michael Chabon, Chris Ware, Art Spiegelman, Marjane Satrapi, Brian Greene, Nick Hornby, Mitch Albom, John Updike, Stephen Sondheim, Michael Giacchino, Mary Roach, Dave Eggers, Rabbi David Weiss-Halivni, Martin Luther King III, Dan Pink, Nassim Nicholas Taleb
Filmmakers: Francis Ford Coppola, Spike Jonze, Aaron Sorkin, Darren Aronofsky, James Cameron, Oliver Stone, Quentin Tarantino, David Mamet, Jason Reitman, Ari Folman, Matthew Weiner, Walter Murch, Seth Green, Pete Docter, Andrew Stanton, Ed Catmull, John Lasseter

Travel Experience (more at mikejutan.com/travel)

I see travel as an incredibly important part of my intellectual and social development. Learning about cultural intricacies, sampling local foods and experiencing customs first-hand have broadened my perspective on the world and the wide range of people in it.

Australia and New Zealand: July 2001-July 2002

- Backpacked across Australia, met many travelers from many countries
- Gained valuable job experience and maturity
- Challenged myself with extreme sports: scuba diving, mtn biking, surfing, mtn climbing, rafting

Oxford, England: June 1994-July 1995

- One year Sabbatical with my family
- Attended top rated Frideswide Middle School in Oxford for Year 8 (Grade 7)
- Learned valuable English writing skills and advanced science and math education

Awards

- Young Alumni Achievement Medal, University of Waterloo Faculty of Mathematics: 2012
- Autodesk Maya Master (Nomination): 2012
- Graduation with Distinction, University of Waterloo: April 2007
- Dean's Honour List, University of Waterloo: Winter term, 2007
- Gold Medal, CS 488 Waterloo Computer Graphics Final Project (Raytracer): 2006
- McCall MacBain International Undergraduate Scholarship: 2006
- Frank Lun Scholarship for Excellence: 2006
- University of Western Ontario Faculty Dependant's Scholarship: 2002-2005
- Chief Scout Award, Scouts Canada: 1997
- London Central Secondary School, Honour Roll (85%+ Average): Every year 1996-2001

Committees and Judging Panels

- Judge, SF Web Series Festival ("SF Web Fest"): 2015
- Alumni Achievement Selection Committee, Waterloo Faculty of Mathematics: 2013, 2014, 2016

Hobbies and Interests

- *Computer Technology*: especially when related to film, animation and teaching
- *Art, Learning & Creativity*: photography, film, writing, blogging, teaching, mentoring
- *World Travel*: learning about cultural intricacies, meeting interesting and wonderful people
- *The Outdoors*: camping, hiking, mountain biking, exploring new places
- *Music*: guitar (acoustic-electric, electric and classical), saxophone (alto, baritone)