

## Chris J. Luce

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CONTACT INFORMATION	<i>Phone:</i> (778) 628-1322 <i>E-mail:</i> <a href="mailto:luce.chris@gmail.com">luce.chris@gmail.com</a> <i>Website:</i> <a href="http://www.chrisluce.com">www.chrisluce.com</a> <i>Current City:</i> Vancouver, BC, Canada
CITIZENSHIP	Canadian
INTERESTS	Pipeline Development, Research and Development, Technical Direction, Computer Animation, Visual Effects, Project Awareness and Coordination, Human-Computer Interaction, Artificial Intelligence, Software Engineering, Interactive Tabletops and Surfaces
EDUCATION	<b>University of Calgary</b> , Calgary, AB, Canada M.Sc., Computer Science, September 2010 <ul style="list-style-type: none"><li>• Thesis Topic: Coordination within Collocated Software Development Teams: Improving Software Visualization Tools</li><li>• Advisor: <a href="#">Jonathan P. Sillito</a></li><li>• Cumulative GPA: 4.0 out of 4.0</li><li>• Relevant Courses: Information Visualization, Qualitative Research Methods in Software Engineering, Interactive Tabletops and Surfaces, Research Methods in Human-Computer Interaction, and Research Methodology in Computer Science</li></ul> B.Sc., Computer Science, November 2008 <ul style="list-style-type: none"><li>• Relevant Courses: Human-Computer Interaction, Database Management Systems, Artificial Intelligence, Professional Technical Communication, Visual Culture, and Film Studies</li></ul> <b>Sprott-Shaw College</b> , Calgary, AB, Canada Diploma, Digital Animation, September 2005 <ul style="list-style-type: none"><li>• Concentration: Character Technical Director</li><li>• Relevant Courses: Digital Animation, Classical Animation, and Portfolio Creation</li></ul>
PROFESSIONAL EXPERIENCE	<b>Image Engine Design</b> , Vancouver, BC, Canada <i>R&amp;D/Pipeline Developer</i> <b>November 2011 to present</b> <ul style="list-style-type: none"><li>• Integrating a new character setup workflow into production</li><li>• Active development on asset management/publishing system</li><li>• Optimizing character rigs by reducing load times and file sizes</li><li>• Creating plugins and custom nodes in Maya (Python, C++)</li><li>• Creating tools for various departments to help ease the workflow of artists (Maya, Nuke, and Mari)</li><li>• Tools for data migration and integration into publishing system (BlueArc)</li></ul>

**Anthem Visual Effects**, Vancouver, BC, Canada

*Technical Director*

**September 2010 to November 2011**

- Creating pipeline tools for all stages of production (eg. tools for Maya and Nuke, Unix shell scripting, OS X tools, and MySQL)
- Creating tools for artists to help ease their workflow
- Responsible for rigging creatures in Maya, procedural animation, and particle dynamics
- Lighting and rendering creatures using Pixar's Renderman
- Pre-vis compositing in Nuke

**New Machine Studios**, Calgary, AB, Canada

*Technical Director*

**February 2006 to February 2007**

- Responsible for creating character setups for all of the *Raven Tales* television episodes
- Maintenance of the character setups
- Pipeline development and integration from the Maya software to the rendering applications
- MEL scripting for rendering tools
- MEL scripting for tools to help the animation process

**Rare Method**, Calgary, AB, Canada

*Technical Director Internship*

**September 2005 to February 2006**

- Setup pipeline and created pipeline integration tools
- Research and development of Digital Rights Management into Flash games
- Quality assurance for *Six Guns: Conspiracy*

CREDITS

**Feature Films**

R.I.P.D. (2013) R&D

Elysium (2013) R&D

**Television**

Sanctuary: Season 4 (2011) CG Artist

Neverland: TV Miniseries (2011) CG Artist

Sanctuary: Season 3 (2010-2011) CG Artist

Raven Tales (2005-2006)

Episode 03: The Sea Wolf Character Setup

Episode 04: Gone Fishing (Kolus) Character Setup

Episode 05: Love and War (Moowis) Character Setup

Episode 06: Bald Eagle Character Setup

Episode 07: The Child of Tears (Klundux) Character Setup

Episode 08: Howl at the Moon Character Setup

Episode 09: Raven and the Coyote Character Setup

TECHNICAL SKILLS **Programming:** Python, MEL, C#, UNIX shell scripting, Java, C, C++, Processing, PHP, HTML, Javascript, JQuery, Flex, Actionscript, XML, XQuery, SQL, CVS, SVN, Git, Mercurial, and others

**Applications:** Autodesk Maya, Nuke, Eclipse, Microsoft Visual Studio, Adobe Photoshop, Adobe After Effects, Adobe Premiere, Adobe Flash, Microsoft Office, and other common productivity packages for Windows, OS X, and Linux platforms

**Operating Systems:** Linux, Apple OS X, Microsoft Windows, Solaris, BSD, and other UNIX variants

ACADEMIC  
EXPERIENCE

**University of Calgary**, Calgary, AB, Canada

*Teaching Assistant*

**January 2009 to May 2010**

- Instructors: Yaser Ghanam, Ben Stephenson, John Aycock
- Course: CPSC217: Introduction to Computer Science for Multidisciplinary Studies I (Winter 2009, Fall 2009, Winter 2010)
- Prepared and delivered weekly lectures on fundamentals of computer programming using the Python language in a Unix environment
- Grading students' programming assignments
- Graded exams
- Completed instruction with a student rating of 4.68 out of 5.00 (Winter 2010), 4.80 out of 5.00 (Fall 2009), and 4.62 out of 5.00 (Winter 2009)

*Research Assistant*

**May 2008 to September 2009**

- Supervisor: Jonathan Sillito
- Developed a web-based tool called *Snips*, which uses a Django web server with a Python back-end and a Javascript/JQuery user interface
- *Snips* is able to create custom visualizations based from a projects version control system data to help project team members with the awareness of their projects
- Developed a web-based tool called *Scrutinize*, which uses a Django web server with a Python back-end and a Flex/Actionscript user interface
- *Scrutinize* is designed to take information from a source code repository and present it in a way that allows project team members to learn about how the project has been changing and who has made those changes

*Undergraduate Researcher*

**January 2008 to April 2008**

- Supervisor: Jonathan Sillito
- Evaluated the tool called *Code Set*
- Performed a user study with sixteen participants
- Analyzed screen recordings and audio to evaluate the effectiveness and usefulness of the tool

**Sprott-Shaw College**, Calgary, AB, Canada

*Teaching Assistant*

**September 2005 to December 2005**

- Course: Digital Animation
- Lectured weekly laboratories on fundamentals of digital animation
- Answered questions related to modeling, animation, and character setup

PUBLICATIONS	<p>Chris Luce. <i>Coordination within Collocated Software Development Teams: Improving Software Visualization Tools</i>. Master of Science Thesis, Department of Computer Science, University of Calgary, 2010.</p> <p>Jamie Starke, Chris Luce and Jonathan Sillito. <i>Searching and Skimming: An Exploratory Study</i>. ICSM'09: Proceedings of the International Conference on Software Maintenance, 2009.</p> <p>Jamie Starke, Chris Luce and Jonathan Sillito. <i>Working with Search Results</i>. ICSE Workshop on Search-Driven Development - Users, Infrastructure, Tools, and Evaluation. 2009.</p> <p>Chris Luce, Jamie Starke, Tom Zimmermann and Jonathan Sillito. <i>Scrutinize: Exploring a Project's Revision History</i>. Computer Supported Collaborative Work (Video). 2008.</p> <p>C. Fraser, C. Luce, J. Starke, J. Sillito. <i>Tool Support for Working with Sets of Source Code Entities</i>. In the Proceedings of the IEEE Symposium on Visual Languages and Human-Centric Computing, 2008.</p>
PRESENTATIONS	<p>Luce, C. <i>Snips: A Project Overview</i>. SurfNET: NSERC Site Visit. University of Calgary. Calgary, Alberta. July 9, 2009.</p>
AWARDS	<p><b>Academic</b></p> <ul style="list-style-type: none"> <li>• Department of Computer Science TA Excellence Award, 2010</li> <li>• Department of Computer Science Research Award (Honorary), 2009</li> <li>• International Association of Machinists &amp; Aerospace Workers (IAMAW) Scholarship, 2009</li> <li>• Jason Lang Scholarship, 2007</li> <li>• Alexander Rutherford Scholarship, 2002</li> </ul>
ACADEMIC PROJECTS	<p><b>University of Calgary</b>, Calgary, AB, Canada</p> <p><i>Tavolo</i></p> <p>Tavolo is a digital tabletop application for conferences. Using digital tabletop techniques, Tavolo allows participants of a conference to easily view, share, and annotate documents, images, and videos. This application was developed for the Microsoft Surface using the WPF Framework.</p> <p><i>Project Repository Vis (PRV)</i></p> <p>PRV is a tool designed to take information from a project's source code repository. Using Information Visualization techniques, PRV allows project managers and project team members to gain detailed information of commits that have occurred within a four month time period.</p> <p><i>Scrutinize</i></p> <p>Scrutinize is a web-based tool designed to take information from a source code repository and present it in a way that allows project team members to learn about how the project has been changing and who has made those changes.</p> <p><i>Code Set Tool</i></p> <p>The Code Set tool is a prototypical research tool that assists programmers with answering the questions they have about the code base. The Code Set tool works with an IDE and returns to the user sets of source code entities.</p>

*iDVD*

The creation of a fully dynamic online DVD rental store called iDVD, was completed as a term project involving two other colleagues (Cody Watts and Mark Dryden). Created using PHP, MySQL, CSS, and HTML.

*Phidget Pill Dispenser*

The Phidget Pill Dispenser is a physical user interface designed as a prototype for the elderly who may forget when they need to take their pills or if they have already taken their pills. Programmed in C# using the Shared Phidgets package.

PROFESSIONAL  
MEMBERSHIPS

Association for Computing Machinery(ACM) - Membership Number: 8375166

Institute of Electrical and Electronics Engineers (IEEE) - Membership Number: 90421399

VOLUNTEER  
WORK

Former Boarder of Directors, webmaster, and assistant coach for North West Little League

Active Folding@home participant - Member: Chris\_Luce

Certified Canadian National Lifeguard - National Lifeguard Service (NLS)

Calgary Agility Association: Help co-ordinate Agility Association of Canada (AAC) sanctioned trials, data entry, and scorekeeping

PERSONAL  
INTERESTS

The following is a list of some of the many hobbies I currently enjoy:

- Almost anything to do with computers (specifically animation and programming)
- Active participant in the online CG community
- Watching movies (especially computer animated films or films with great visual effects)
- Games (board games, video games, card games)
- Photography
- Travelling
- Baseball
- Snowboarding
- Hiking
- Mountain biking