Leo Hourvitz

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Summary

Tool developer, manager, technical art director, producer, and designer with a long background in animation and video games. Experienced in highest-quality production in both feature films, television, and computer games, original research, commercial-quality software implementation, and building superb teams. Wide knowledge of computer graphics, computer animation, project development, feature film, and extensive background as a speaker and presenter in these areas. Professional-level user of 3D and 2D animation and graphics systems; film/video editing systems. Extensive Maya experience. Japanese language ability.

Experience

Vice-President of Technology, Polygon Pictures K.K.

11/06 to present

Helped re-orient production medium-sized CG studio towards large-scale projects including producing "My Friends Tigger and Pooh" for Walt Disney Television Animation. Assisted in overseas business development. Reimplemented asset management and production tracking system to allow for multi-company, multi-site projects, using Python and Django. Developed cross-platform support infrastructure and tools using Qt, Objective-C and/or C#. Executive Producer for Season 2 of AAA level television series. Served as CG Supervisor for several high-profile projects for overseas clients.

Lecturer, Keio University

11/08 to present

Instructor for "Advanced Moving Image Media" class at Japan's largest private University.

Technical Art Director, Maxis/Electronic Arts

10/01 to 11/06

Member of concept design team, recruited animation and modeling teams, designed and implemented Maya-based asset pipeline, oversaw character rigging and skinning, designed lighting system, and implemented particle effects for best-selling computer game The Sims 2. Modified pipeline and designed process to enable effective content outsourcing. Worked with external partners to refine concepts in EA Partners group. Developed next-generation Collada-based pipeline in C# for innovative Wii products.

Principal, Stoneschool Productions

3/01 to 9/01
Consultant for strategic technology issues, programming, and animation to clients in Northern California.

Vice-President of Evangelism, Pulse Entertainment
6/00 to 2/01
Promoted Pulse's streaming 3D animation system to 3D and website developers. Presented at conventions, user groups, conferences, and client meetings worldwide. Built and presented the Web 3D RoundUp 2000 presentation, winning Entertainment category. Built Pulse Entertainment's demonstration website. Led team to pitch and get greenlight for "Kung Fu 3D," a dramatic weekly webisodic.

Animation Consultant, University of Washington
4/00 to 9/01 (once per term)
Consultant and speaker for University of Washington Computer Animation program.

Producer, Technical Director; Pixar Animation Studios
11/94 to 6/00
First employee in Pixar's Interactive division. Co-invented patented compression algorithm used for playing back pre-rendered 3D graphics. Conceived and served as Producer of #1-selling Toy Story Animated Storybook and manager of TSASB team. Supervising Technical Director on Oscar-winning Animated Short Film, "Geri's Game." Articulated body of Geri character, lit shots, wrote shaders. Effects technical artist on feature films "A Bug's Life" and "Toy Story 2" and short film "For the Birds". Developed particle systems, water simulator, shaders, and in-house rigging tools.

Director of Systems and Technologies, Brøderbund Software
07/93-10/94
Managed research and advanced development for leading educational software developer and publisher. Developed advanced R&D agenda; worked with product groups to ship products, including best-selling CD-ROM game, Myst (Windows version). Initiated development of object-oriented toolkit and patented streaming sprite animation system.

Software Engineering Director, Graphics and Media Software Manager, NeXTSTEP 3.0 Release Team Manager, Database Kit Software Manager; NeXT Computer, Inc.
11/85-6/93
Second software engineer at NeXT. Instigated and was primary technical contributor to Display PostScript joint project with Adobe Systems. Conceived and implemented compositing as basic primitive in NeXTSTEP. Wrote NeXT windowing system. Initial Unix System Administrator. Grew graphics and media group from

self to 12 people. Managed Interactive RenderMan joint project with Pixar. Primary inventor on two patents. Engineering manager of 70-person NeXTSTEP Release 3.0 team. Interim V.P. of Software Engineering. Participated in corporate steering meetings, and built stronger relationships between software engineering and other company departments. Presented NeXTSTEP's features and potential to customers and new hires. Premiered NeXTSTEP 3.0 at Agenda conference. Managed group developing NeXTSTEP Database Kit (later known as WebObjects), seamless system for interfacing object-oriented client software to back-end databases.

Software Engineer; Apple Computer, Inc.
9/84-11/85
Engineer in Macintosh software group. Wrote initial demonstrations of AppleTalk networking system including 1985 Stockholder's meeting demo. Implemented (unshipped) email system for MacOS. Wrote 'Chooser' desk accessory.

Education
S.M.Vis.S. 1984
Massachusetts Institute of Technology, Cambridge, Massachusetts.
Thesis: "Personal Photography and the Personal Computer." MIT Media Lab. GPA 5.0/5.0. Thesis Advisor Prof. Andy Lippman. Coursework in Documentary Film, Photography, Graphic Design, Spatial Imaging, Computer Graphics.

B.S.E. (Electrical & Computer Engineering) 1982
University of Michigan, Ann Arbor, Michigan.
Summa cum laude. 3.94/4.0. Phi Beta Kappa, Tau Beta Pi, Vulcans.

Professional Activities
Chair, Computer Animation Festival, SIGGRAPH Asia 2009
Animation Theater Director, Sketches Committee, Panels Chair and Committee, Panelist, Course Organizer; SIGGRAPH conference various years
1988-present
Chair of the 2009 SIGGRAPH Asia Computer Animation Animation Festival. Animation Theater Director for SIGGRAPH 2005 Computer Animation Festival. Panels Committee Chair for SIGGRAPH 1995. Organized and anchored popular course on the PostScript™ Programming Language 1988-1990. Frequent Jury and Panel member for various CG conferences.

Speaker on Computer Graphics and Content Industry Issues
1996-
Regular speaker on many aspects of computer animation and the digital content industry. Some appearances include: SIGGRAPH conference, SIGGRAPH Asia conference, Karlsruhe TransFest Film Festival, SIGGRAPH southern Africa speaking tour, Rotterdam International Film Festival, CCIF (Wuxi, China), CGOverdrive (Singapore), Shanghai University Digital Media Arts Festival, Seoul International Cartoon Animation Festival, Japan Media Arts Festival.

Director for Communications, Member of Executive Committee; ACM SIGGRAPH
1999-2005
Marketing Director, Web Site Designer for the premier computer graphics trade show and professional organization (non-profit). Led effort to define image and branding for organization. Initiated successful program to turn around 10-year membership decline. Oversaw graphic design for organization. Promoted means and aims for increase in online content and activity. Oversaw distribution of documentary film "The Story of Computer Graphics."

Communications of the ACM, April 1992 issue
Authored technical article regarding JPEG image compression technique.

Non-Photorealistic Animation and Rendering Symposium,
Symposium for Interactive 3D Graphics
Program committee member and reviewer for various 3D conferences.

References and reel available upon request.