

RESUME

DANIELA HASENBRING

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Expertise

- In-Depth C/C++ experience (9 years) including PlugIn development for Maya, Nuke and other software.
- Expert in Realtime Rendering using OpenGL including GLSL-Shaders for 11 years.
- Excellent knowledge in Maya API (8 years) and Nuke NDK (3 years).
- Interface design in Qt (5 years), MEL (6 years) and Nuke (3 years).
- In-Depth knowledge of most cg image formats, especially OpenEXR.
- Shader writing for MentalRay (1 year), Vray (2 years) and GLSL (4 years).
- Scripting in Python (6 years), MEL (6 years) and PHP (> 10 years).
- Cross Platform development for Windows, MacOSX (9 years), Linux (6 years) and iOS (4 years).
- Experienced in R&D and strong at "Problem Solving".
- Great Team Player with excellent Communication skills, able to meet challenging Deadlines.
- Experienced in working closely with Artists, Production and R&D, fulfilling their needs.
- Operator experience in Maya (8 years), Nuke (4 years) and Photoshop (8 years).

Achivements

- Developed a complex pipeline with software bindings (i.E. Nuke) used by Scanline VFX in all steps of production like I/O, Compositing, Simulation, Rendering, HR and Management - greatly improving the workflow.
- Successfully introduced other developers into a self-developed PlugIn-API for creating new UI Interfaces or modules in the pipeline tool mentioned above.
- Created a complex shader for Vray allowing the artist to tweak and control all material parameters by curves.
The shader also has the ability to integrate any other Vray shader into the final rendering result. As of now Scanline VFX is using this shader almost exclusively for any 3D object.
- Developed a PlugIn for Nuke which allows compositors to completely relight a scene by adding and tweaking common lightsources known from 3D packages like Maya in post production without having to rerender the scene.
- Planned and developed a crowd simulation tool for Maya that was used in a high profile film production.
- Created a short film using Motion Capturing - doing all the necessary production steps like directing the actress, editing and cleaning the data using "Motion Analysis EVaRT" and "Autodesk Motion Builder".
- Developed a widely used Script Suite for Maya including tools for Modeling, Rigging, Animation and Rendering known as the "Koshigaya Script Suite".

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Work experience

| | Client / Company | Position / Project |
|---------------------------------|---|--|
| Since October 2014 | Sony Pictures Imageworks Vancouver, Canada | Senior Software Engineer |
| August 2013 - September 2014 | Topalsson Munich, Germany | Senior Software Engineer <ul style="list-style-type: none"> • Development with realtime game Engines: Unreal Engine 4 and Unigine. |
| November 2011 - August 2013 | Scanline VFX Munich, Germany | Senior Software/Pipeline Engineer Several feature and tv movies [NDA] <ul style="list-style-type: none"> • Development and Maintenance on the new production pipeline. • Writing of Vray shaders and 3ds Max plugins. • Development of Nuke effect plugins. |
| June 2011 - November 2011 | Dr. D Studios Sydney, Australia | Motion Capture Pipeline TD Happy Feet 2 [feature] <ul style="list-style-type: none"> • General pipeline development for animation and moedit. • Development of Tools for Shotgun and Tank. |
| May 2009 - June 2011 | Scanline VFX Munich, Germany | Senior Software/Pipeline Engineer Several feature and tv movies [NDA] <ul style="list-style-type: none"> • Development of a new production pipeline, replacing the old one. • Writing of Vray shaders and 3ds Max plugins. • Development of Nuke effect plugins. |
| February 2009 - April 2009 | Parasol Island GmbH Düsseldorf, Germany | Software/Pipeline Engineer, Rigging TD Audi R8 [commercial] <ul style="list-style-type: none"> • Development of a complex Car-Setup. • Developed and introduced an OpenEXR pipeline. |
| May 2008 - December 2008 | PIXOMONDO IMAGES Ludwigsburg, Germany | Software/Pipeline Engineer Ninja Assassin [feature] 2012 [feature] <ul style="list-style-type: none"> • Development of the production pipeline. • Writing of 3ds Max plugins used for crowd caching. |

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Work experience (continued)

| | Client / Company | Position / Project |
|-----------------------------------|---|--|
| March 2008 - April 2008 | Cine plus vision GmbH Ludwigsburg, Germany | Software/Pipeline Engineer, Effects TD Prisoners of the Sun [feature] <ul style="list-style-type: none"> • Fluid simulations of smoke and dust. • Development of an OpenEXR pipeline. |
| January 2007 - February 2008 | Elektrofilm Stuttgart, Germany | Software/Pipeline Engineer, Effects TD Armageddon - The longest night [tv] Hafen der Hoffnung - Die letzte Fahrt der W. Gustloff [tv] Lamborghini [commercial] <ul style="list-style-type: none"> • Fluid simulations for Fire, Smoke and Water. • Development of tools to shatter windows. • Development of a crowd tool for Maya. • Development of a pipeline for fast interaction between Maya and Fusion. |
| September 2006 - November 2006 | Berliner Film Company Berlin, Germany | Cloth TD / Effects TD Happily N'Ever After [feature] <ul style="list-style-type: none"> • Cloth simulation for the main characters. • Fluid simulations for Smoke and Dust. |

Education

| | | |
|------------------------------------|--|---|
| September 2003 - September 2006 | The German Film School Berlin (Elstal), Germany | German diplom (equiv. to masters) as "Digital Artist" |
| September 1999 - August 2002 | Max-Eyth Gymnasium Kassel, Germany | Abitur (HSC) |

Knowledge & Skills

| | |
|------------------|--|
| Software | Maya, 3ds Max, Photoshop, Nuke, Shake, After Effects |
| Coding Languages | C++, Python, Java, Delphi, C#, PHP, Obj-C, MEL, JavaScript |
| Software APIs | Maya, Nuke, Shake, 3ds Max, Vray, MentalRay |
| Technologies | OpenGL (incl. GLSL), OpenEXR, OpenAL, Qt, Cocoa/Touch |
| Languages | German (native language), English |