

Kacey Coley

Technical Director

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EDUCATION

Graduate School: **Digital Production Arts, MFA**, Clemson University
Undergraduate School: **Computer Engineering, BS**, Clemson University

August 2011 - May 2014
August 2007 - August 2011

ACHIEVEMENT

"Outstanding MFA Student in Digital Production Arts", Clemson University

April 2014

EXPERIENCE

Technical Artist Intern, Electronic Arts, Orlando, FL

May 2013 - August 2013

Optimized a production tool using Maya and proprietary tools which automates the baking of football uniform textures for artists. Also participated in the creation of a texture workflow and created a Photoshop tool to automate the export of textures at different resolutions

(C#, Mel, Python, Shotgun, Maya, Photoshop, In-House Applications)

"MeshPotato": Volume Modeling Tool, Thesis Work

August 2013 - May 2014

Created a C++ library which assists in the conversion of models into volumes to assist in the creation and rendering of volumetric effects in the DPA studio. The library makes use of OpenVDB and Python bindings are used to create tools based in the command line, Maya and Houdini. It is also capable of generating deep images for volumetric compositing.

(OpenVDB, Alembic, C++, Python, Boost.Python, Maya Python API, Houdini API, SVN, Git)

Animated Short "The Water is Always Blue...", DPA, Clemson, SC

January 2012 - December 2013

Worked on an animated with four other colleagues, "The Water is Always Blue..." which was accepted into three film festivals. Created models, shaders, lights, animation and various special effects. Also created pipeline tools for the production to automate the process and created FX, lighting and compositing workflows.

(Maya, Nuke, Houdini, MentalRay, Python, Mel, After Effects)

DPA Pipeline Team, DPA, Clemson, SC

January 2013 - June 2014

Assisted in the design of the Digital Production Arts production pipeline. Authored several tools to assist in the creating of films in the studio.

(Maya, Nuke, Hiero, RenderMan, Houdini, Python, Mel, Alembic, SVN, Git)

Graduate Teaching Assistant, DPA, Clemson, SC

August 2012-May 2013; August 2013 - June 2014

TA for several core Digital Production Arts Courses including modeling in Maya, lighting and writing shaders in RenderMan, to compositing in Nuke. Also taught students rendering and animation using OpenGL and C++.

(Nuke, Maya, MentalRay, RenderMan, C++, OpenGL)

Computer Science Instructor, SCGSSM Hartsville, SC

August 2014-- Current 2014

Teaching students C++, Python, Linux, and API development through computer graphics, including building a raytracer and creating interactive 2D games through agile development.

(C++, Python, Java, OpenGL, PyGame, Github, Linux)

SOFTWARE SKILLS

Languages/OS:

C++, C, Java, Python, Mel, Objective-C, C#, Linux, Mac OS X

Libraries:

OpenVDB, OpenGL, OpenCL, OpenEXR, OpenImageIO, ImageMagick, Alembic, Boost.Python, Swig

Software:

MentalRay, RenderMan Shading Language, Maya, Houdini, Nuke, Final Cut Pro, Premiere Pro, Photoshop, After Effects, Hiero, RenderMan, Vicon (Mocap), Shotgun, Perforce, CMake, SVN, Git, Visual Studio