

JOSHUA BAINBRIDGE

VFX Software Engineer
joshbainbridge@googlemail.com
www.joshbainbridge.com

EDUCATION

Bournemouth University / Sep 2014 - Aug 2015
Currently reading Computer Animation & Visual Effects MSc

Falmouth University / Sep 2011 - Jun 2014
First-class honours degree in Animation & Visual Effects BA(Hons)

PROFESSIONAL EXPERIENCE

Researcher / Cross Channel Film Lab / Oct 2013 - May 2014 / Falmouth
Research into visual effects technology with a specific focus upon lighting and shading techniques. Responsibilities also including more generalist work in computer generated imagery on applied collaborative projects.

Software Developer / Sparkol VideoScribe / Jun 2011 - Oct 2012 / Bristol
Focussing on software development and code optimisation for graphics applications. Also creating motion graphics that required a combination of technical and creative ability while working within a team to resolve artistic challenges.

Motion Graphic Designer / Worthers / Jun 2009 - Aug 2009 / Bristol
Creating high quality motion graphics for branding and the internet while working within a motivated and skilled team. Responsibilities also included basic website construction and code clean up.

KNOWLEDGE

Software Engineering

Development of performance critical and scalable programs using C++ and other supporting languages. This involves thread and instruction level parallelism and attention to memory locality and access with potentially large out of core data sets.

Mathematics

A strong mathematical understanding relating to computer graphics including advanced forms of numerical integration such as monte-carlo methods using multiple importance sampling.

Lighting and Compositing

Experience using industry standard tools for computer generated imagery as well as shader development and compositing. This is supported by a strong traditional background in illustration and photography.

RELATED SKILLS

Languages and Frameworks

C/C++ 11, Python, OpenGL/GLSL, OpenCL, RSL 2.0, Boost, TBB, Qt, OpenEXR, OpenColorIO, OpenImageIO, Doxygen, Matlab, Bash, Git, CMake

Graphics Software

Maya, Houdini, 3ds Max, Mudbox, Nuke, Modo, Mari, Arnold, Photorealistic Renderman 19/RIS, Vray, DaVinci, Adobe Creative Suite

REFERENCES

Jon Macey / Senior Lecturer for MSc Computer Animation and Visual Effects
jmacey@bournemouth.ac.uk
01202 966701

Georg Finch / Senior Lecturer for BA(Hons) Animation & Visual Effects
georgfinch@googlemail.com
07792 514655

Jonathan Air / Company Founder at Inspiration Engine Limited
jon@sparkol.com
07595 728569