

BRIAN MOFFET
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DESIRED POSITION ATTRIBUTES

My interest and drive is piqued by a position that includes new technologies to learn, includes complex systems that I need to understand to work effectively, and includes a good group of interesting people to work with. Previous positions that met this goal were maintaining and extending the Obaq Render-farm Management System for ILM, Digital Media Specialist at the Film Department at U.C. Santa Cruz, and Unix Kernel and X-Server Engineer at S.C.O.

CURRENT POSITION

PRODUCTION ENGINEER – PRODUCTION ENGINEERING DEPARTMENT, INDUSTRIAL LIGHT AND MAGIC

Sole engineer on the award-winning Obaq Render Management System. Working in Python and C++ extended the Obaq system to support a wider array of job requirements, including GPU allocation, and license allocation. Implemented a centralized, long-running scheduling arbitration program that allows large-resource jobs to integrate fairly into the farm with much smaller jobs.

Acted as mentor and resource for junior engineers and production staff so that changes production needed were incorporated and scheduled into the batch pipeline software with little disruption to the other shows currently in production.

Did initial investigation and architecture of Amazon Web-Services to extend the rendering compute power to meet short-time special requirements of production schedules.

Advised production on work-flow changes to optimize work on the render-farm, including frame schedule timing, memory allocation schemes, creating hot-pools for artists and shows, and machine configuration.

PREVIOUS POSITIONS

DIGITAL MEDIA SPECIALIST, UNIVERSITY OF CALIFORNIA AT SANTA CRUZ

Created a Cooperative Video Clip Archive for Film and Digital Media that allowed faculty to upload video to a server, and have that video converted to a common data format (H-264 MPEG) in multiple resolutions so it can be used by students for home-study, as well as presentation on projection systems in classrooms. Presented this technology to the University of California Computing Services Conference in 2007.

Provided one-on-one support to students and faculty for video and digital media projects. Maintained up-to-date knowledge of Apple digital media and editing software, database systems for digital media creations, and relevant programming and scripting languages. Presented seminars on these technologies to students.

Developed, maintained and enhanced scheduling applications and databases for students and faculty to schedule computer editing suite time, equipment, and computer labs.

PREDICTIVE SYSTEMS, INC. COMPUTER/NETWORK PERFORMANCE AND SECURITY CONSULTANT

Managed California division of Performance Consultants for Predictive Systems. Using standardized and custom monitoring systems, and high-performance databases, designed and implemented network and computer monitoring systems for large businesses and competitive local exchange carriers (CLEC).

Designed Security profiles and procedures based on client criteria and risks. Stressed reasonable systems based on risk analysis and ease of implementation. Designed and performed post-intrusion analysis.

COMPUTER PROGRAMMER, SANTA CRUZ OPERATIONS/S.C.O.

Modified the X-Server (X11r4/5) and Unix Kernel (SVr3) to support a small-footprint computer acting as a cash-register or other embedded device. Required understanding the memory footprints and performance impacts of memory allocation. Implemented a caching system for the Unix kernel page tables based on the limitations of known hardware. Implemented touch-screen and other input methods for the X-Server to support the embedded nature of the operating system.

As part of a team and as an individual engineer, implemented long-filenames, symbolic links, and tty line-discipline job control based on the Posix 1003.1 specification for SCO Unix.

Tracked down multiple bugs in the Unix kernel, as well as purposely implemented bug-emulation for a large client who had designed around the bug as a feature.

SKILLS AND EXPERTISE (MOST RECENTLY USED)

Highly skilled in multithreaded and event driven programming.

Computer Languages – C++, C, Python.

Web Languages – Javascript, JQuery, HTML, PHP.

Operating Systems – Linux, OS-X, Windows.

Applications – Microsoft Office, Adobe Creative Suite.

EDUCATION, HOBBIES, AWARDS, ADDITIONAL TRAINING

Private Pilot – with complex, taildragger, and high-performance sign-offs. Tutima Academy training in aerobatics.

Amazon AWS Architecture training.

CISSP Certification (lapsed).

Movie Credit – Rango: Visual Effects, Research and Development Software.

Photography – specializing in nature and animal photographs, with occasional wedding and portrait photos.

B.A. In Mathematics, with Minor in Physics. University of California at Santa Cruz.