

FRAN R. ZANDONELLA

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SUMMARY

Production-savvy software engineer seeks opportunity to solve animation production problems using mix of support, QA, training, and documentation and light programming skills.

PROFESSIONAL WORK EXPERIENCE

Consultant : Fran Zandonella Consulting, CA 7/2007 – Present
Business development, proposed SIGGRAPH talk, travelled, house sat, restored bathroom, initiated fundraising for the Girls into Science and Technology scholarship at Sonora High School, webmaster for Cascade ACM SIGGRAPH.

VP Software Engineering : Perceptive Pixel, New York, NY 4/2007 – 6/2007
Assisted the start up of a small company. Managed engineers, created engineering budget, scheduled projects, developed Software Developer Training course, and developed hiring plan.

Research & Development Technical Dir. : LAIKA, (aka Vinton Studios), Portland, OR 2003 – 4/2007
Wrote user interface software in PERL/Tk, C/C++ with Qt, mel scripts, and shell scripts for use by production on 3D animated short and for use by commercials division. Trained new hires in proprietary software. Set up and specified database. Set up rendering queues. **Credits:** *Moongirl* (2005)

Software Engineer : Walt Disney Feature Animation, Burbank, CA 2000 - 2003
Implemented process improvements, new features, and fixed bugs in C/C++ for CAPS, Disney's award-winning, proprietary traditional production pipeline, used by over 300 people on a daily basis for multiple productions in California, Florida and Paris. Co-designed and programmed a Digital Bluesketch application in CAPS for production artists on *Treasure Planet*, improving productivity by 50% by automating time-consuming non-creative work. Assisted in *Treasure Planet* Color Conversion, reducing conversion time frame down to 1.5 days from 4 weeks.
Credits: *Home on the Range* (2004), *Brother Bear* (2003), *Treasure Planet* (2002), *Lilo & Stitch* (2002), *Atlantis* (2001)

Technical Support Engineer (TSE) 1996 - 2000
Provided support for 30 applications used by 300+ users. Created, performed, and maintained test plans for CAPS, coordinating between 3 studios. Increased product reliability by writing scripts to standardize the CAPS configuration and to improve installation time by 50%. Wrote extensive web pages for TSEs and 2D Software group to support production, including CGI and PERL scripts for searching web pages. Promoted to Software Engineer.
Credits: *Emperor's New Groove* (2000), *Oil & Vinegar* (2000 - short), *Tarzan* (1999), *Mulan* (1998)

Hardware/Software Engineer : General Electric, San Jose, CA 1994 - 1996
Resolved technical problems for engineers at GE and partner companies. Consulted to partners in Spain, Mexico, Japan, and USA. Supported 300 engineers on/off-site. Wrote and maintained scripts under Windows and Unix. Programmed in Visual Basic and SQL. Installed and configured networking software on PC's internationally. Created documentation.

EDUCATION

B. S. Computer Engineering - UC Santa Cruz

SKILLS

Graphics: Maya, Shake, Disney proprietary (CAPS), Houdini, Open GL
Languages: Shell (PERL, some Python, tcsh), C, C++, HTML
Systems/Machines: Linux/Unix, OSX, MS-Windows Vista/XP/98, SunOS, Irix / Intel (Linux / PC); Apple; SGI; Sun

PROFESSIONAL AFFILIATIONS

Cascade ACM SIGGRAPH Chapter 2004 - present
Secretary (2005 - 2007) maintain minutes, oversee membership roster & election process, & produce meetings
Los Angeles ACM SIGGRAPH Chapter 1996 - present
Secretary (2002 – 2003) , *Treasurer* (1999 – 2002) maintained finances and \$75,000 budget for membership of 1400
UCSC Alumni Association – Los Angeles Chapter 1997 - 2003
Treasurer (2002 – 2003) maintained finances of local Alumni chapter, produced meetings
Webmaster (1998 – 2003) created and maintained the local chapter's web page

Willing to travel domestically and internationally.