

David Basalla - CV

Email: davidbasalla@gmail.com

Profile

I currently work as Developer at Unboxed Consulting, where I primarily work on creating 'Ruby On Rails' web applications for a wide range of clients such as Government Digital Services. I previously spent 8 years working as a Lead/Senior Technical Director on movie blockbusters such as Avatar, Transformers, Harry Potter, Batman and The Hobbit: Battle of the Five Armies. Besides creating realistic looking 3D imagery, I also supervised teams of up to 30 VFX artists on Avatar and Skyfall. Wanting to discover new fields and building on my Python scripting experience, I completed a MSc in Computing Science at Imperial College London in 2014 with distinction. I excel through my competent and reliable work ethic, by delivering high quality results, solving problems at a fast rate and by working well in a team. Besides working in Web Development, I am interested in the fields of Graphics, Virtual Reality, Databases and User Experience.

Work

DEVELOPER, UNBOXED CONSULTING, LONDON – APRIL 2015-PRESENT

Working primarily with Ruby On Rails on a variety of projects

- Revamp of E-petitions for Government Digital Services (GDS)
- Internal projects for Unboxed
- Working as contractor at GDS

LIGHTING TECHNICAL DIRECTOR, WETA DIGITAL, WELLINGTON – SEPT - NOV 2014

Short term contract to work on The Hobbit: The Battle of the Five Armies

CG SEQUENCE SUPERVISOR, DOUBLE NEGATIVE, LONDON – 2011-2013

I led a team of 3D artists on Skyfall as CG Sequence Supervisor. The job required management of up to 30 people working in various disciplines over more than 100 shots, as well as creative and technical guidance. I also worked as Senior Lighting Technical Director to produce convincing lighting and shading for Thor: The Dark World, Total Recall, The Dark Knight Rises, John Carter of Mars, mostly with software. I occasionally wrote Python scripts with simple Qt UIs to automate tasks for myself and colleagues.

SENIOR LIGHTING TECHNICAL DIRECTOR, INDUSTRIAL LIGHT & MAGIC, SAN FRANCISCO – 2010-2011

I worked as Senior Lighting Technical Director on Transformers: Dark of the Moon. I also enrolled in internal Python training classes and wrote Python scripts to automate tasks.

SEQUENCE LEAD TECHNICAL DIRECTOR, WETA DIGITAL, WELLINGTON – 2008-2010

I worked as Sequence Lead to provide creative and technical support and guidance to a team of up to 20 Lighting technical directors on Avatar. I also worked as a Lighting Technical Director on Tintin.

LIGHTING TECHNICAL DIRECTOR AND GENERALIST, DOUBLE NEGATIVE, LONDON – 2006-2008

I worked as Lighting Technical Director to produce convincing lighting, texturing and shading for Harry Potter and the Half-Blood Prince, The Dark Knight, Harry Potter 5, 10,000 BC and Stardust.

TEXTURE & LIGHTING TECHNICAL DIRECTOR, MPC, LONDON – 2005-2006

In my first job I worked as Junior Lighting and Texturing Technical Director to produce convincing lighting, texturing and shading for Sunshine and Poseidon.

Education

MSC COMPUTING SCIENCE - IMPERIAL COLLEGE LONDON, 2013 - 2014

Awarded Distinction

Subjects: Object-Oriented Programming, Logic, Operating Systems, Computer Architecture, Algorithms, Databases, Graphics and Artificial Intelligence

Final Project: Browser-based Medical Image Viewer Application written in WebGL, JavaScript and HTML5

MSC COMPUTER ANIMATION - BOURNEMOUTH UNIVERSITY, 2004 - 2005

Awarded Distinction

Subjects: Object-Oriented Programming, Graphics, Mathematics

Projects: Scripted Forest Generation with Maya and Renderman, OpenGL/C++ snowball shooter game, OpenGL/C++ flocking system

BA COMPUTER VISUALISATION AND ANIMATION - BOURNEMOUTH UNIVERSITY, 2001 - 2004

Awarded Distinction

Subjects: Object-Oriented Programming, Graphics, Mathematics, Operating Systems, Film Studies

Projects: Dramatic architectural visualisation of post-war Berlin, OpenGL 2D puzzle game

Technical Skills

LANGUAGES/ APIS

RubyOnRails, Ruby, Python, PyQt, C++, SQL, JavaScript

GRAPHICS SOFTWARE

Maya, Photoshop, Renderman, Nuke

Other Projects

In my spare time I wrote a database management tool for our family-run physiotherapy practice in Berlin. The program is written in Python, Qt and MySQL and has been in operation since 2012. It features time, staff, room, prescription, client and doctor management. I continually work on it to introduce new features, and more recently to overhaul the SQL queries due the material I learnt about databases at Imperial College. There have been a couple of requests to use this software for other practices which I have had to turn down due to lack of time for their maintenance.

Interests

I have recently turned into a gadget fanatic, with buying a Raspberry Pi, Oculus Rift, Leap Motion controller and hopefully in future the NeuroSky MindWave. I would love to spend more time developing apps for these, having only created some Unity demos for the Oculus Rift so far. I am also a big reader and

play too many video games for my own good. To offset sitting in dark rooms hunched over a keyboard, I attempt to go running and play table tennis whenever I can.

References

Available on request