

## RESUME

DANIELA HASENBRING

LINCOLNSTRASSE 29  
81549 MÜNCHEN  
GERMANY

+49 (160) 7877025

DANIELA@KOSHIGAYA.DE  
HTTP://WWW.KOSHIGAYA.DE

### Expertise

- In-Depth C/C++ experience (9 years) including PlugIn development for Maya, Nuke and other software.
- Expert in Realtime Rendering using OpenGL including GLSL-Shaders for 11 years.
- Excellent knowledge in Maya API (8 years) and Nuke NDK (3 years).
- Interface design in Qt (5 years), MEL (6 years) and Nuke (3 years).
- In-Depth knowledge of most cg image formats, especially OpenEXR.
- Shader writing for MentalRay (1 year), Vray (2 years) and GLSL (4 years).
- Scripting in Python (6 years), MEL (6 years) and PHP (> 10 years).
- Cross Platform development for Windows, MacOSX (9 years), Linux (6 years) and iOS (4 years).
- Experienced in R&D and strong at "Problem Solving".
- Great Team Player with excellent Communication skills, able to meet challenging Deadlines.
- Experienced in working closely with Artists, Production and R&D, fulfilling their needs.
- Operator experience in Maya (8 years), Nuke (4 years) and Photoshop (8 years).

### Achivements

- Developed a complex pipeline with software bindings (i.E. Nuke) used by Scanline VFX in all steps of production like I/O, Compositing, Simulation, Rendering, HR and Management - greatly improving the workflow.
- Successfully introduced other developers into a self-developed PlugIn-API for creating new UI Interfaces or modules in the pipeline tool mentioned above.
- Created a complex shader for Vray allowing the artist to tweak and control all material parameters by curves.  
The shader also has the ability to integrate any other Vray shader into the final rendering result. As of now Scanline VFX is using this shader almost exclusively for any 3D object.
- Developed a PlugIn for Nuke which allows compositors to completely relight a scene by adding and tweaking common lightsources known from 3D packages like Maya in post production without having to rerender the scene.
- Planned and developed a crowd simulation tool for Maya that was used in a high profile film production.
- Created a short film using Motion Capturing - doing all the necessary production steps like directing the actress, editing and cleaning the data using "Motion Analysis EVaRT" and "Autodesk Motion Builder".
- Developed a widely used Script Suite for Maya including tools for Modeling, Rigging, Animation and Rendering known as the "Koshigaya Script Suite".

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Work experience

	Client / Company	Position / Project
Since October 2014	Sony Pictures Imageworks Vancouver, Canada	Senior Software Engineer
August 2013 - September 2014	Topalsson Munich, Germany	Senior Software Engineer <ul style="list-style-type: none"> <li>• Development with realtime game Engines: Unreal Engine 4 and Unigine.</li> </ul>
November 2011 - August 2013	Scanline VFX Munich, Germany	Senior Software/Pipeline Engineer Several feature and tv movies [NDA] <ul style="list-style-type: none"> <li>• Development and Maintenance on the new production pipeline.</li> <li>• Writing of Vray shaders and 3ds Max plugins.</li> <li>• Development of Nuke effect plugins.</li> </ul>
June 2011 - November 2011	Dr. D Studios Sydney, Australia	Motion Capture Pipeline TD Happy Feet 2 [feature] <ul style="list-style-type: none"> <li>• General pipeline development for animation and moedit.</li> <li>• Development of Tools for Shotgun and Tank.</li> </ul>
May 2009 - June 2011	Scanline VFX Munich, Germany	Senior Software/Pipeline Engineer Several feature and tv movies [NDA] <ul style="list-style-type: none"> <li>• Development of a new production pipeline, replacing the old one.</li> <li>• Writing of Vray shaders and 3ds Max plugins.</li> <li>• Development of Nuke effect plugins.</li> </ul>
February 2009 - April 2009	Parasol Island GmbH Düsseldorf, Germany	Software/Pipeline Engineer, Rigging TD Audi R8 [commercial] <ul style="list-style-type: none"> <li>• Development of a complex Car-Setup.</li> <li>• Developed and introduced an OpenEXR pipeline.</li> </ul>
May 2008 - December 2008	PIXOMONDO IMAGES Ludwigsburg, Germany	Software/Pipeline Engineer Ninja Assassin [feature] 2012 [feature] <ul style="list-style-type: none"> <li>• Development of the production pipeline.</li> <li>• Writing of 3ds Max plugins used for crowd caching.</li> </ul>

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	Client / Company	Position / Project
March 2008 - April 2008	Cine plus vision GmbH Ludwigsburg, Germany	Software/Pipeline Engineer, Effects TD Prisoners of the Sun [feature] <ul style="list-style-type: none"> <li>• Fluid simulations of smoke and dust.</li> <li>• Development of an OpenEXR pipeline.</li> </ul>
January 2007 - February 2008	Elektrofilm Stuttgart, Germany	Software/Pipeline Engineer, Effects TD Armageddon - The longest night [tv] Hafen der Hoffnung - Die letzte Fahrt der W. Gustloff [tv] Lamborghini [commercial] <ul style="list-style-type: none"> <li>• Fluid simulations for Fire, Smoke and Water.</li> <li>• Development of tools to shatter windows.</li> <li>• Development of a crowd tool for Maya.</li> <li>• Development of a pipeline for fast interaction between Maya and Fusion.</li> </ul>
September 2006 - November 2006	Berliner Film Company Berlin, Germany	Cloth TD / Effects TD Happily N'Ever After [feature] <ul style="list-style-type: none"> <li>• Cloth simulation for the main characters.</li> <li>• Fluid simulations for Smoke and Dust.</li> </ul>

Education

September 2003 - September 2006	The German Film School Berlin (Elstal), Germany	German diplom (equiv. to masters) as "Digital Artist"
September 1999 - August 2002	Max-Eyth Gymnasium Kassel, Germany	Abitur (HSC)

Knowledge & Skills

Software	Maya, 3ds Max, Photoshop, Nuke, Shake, After Effects
Coding Languages	C++, Python, Java, Delphi, C#, PHP, Obj-C, MEL, JavaScript
Software APIs	Maya, Nuke, Shake, 3ds Max, Vray, MentalRay
Technologies	OpenGL (incl. GLSL), OpenEXR, OpenAL, Qt, Cocoa/Touch
Languages	German (native language), English