SamHodge

Address
32 Paget St,
Ridleyton SA 5008
AUSTRALIA

Tel & Skype
+61 8 417801006
samhodge

Mail
sam.hodge@
gmail.com
sam@
hodge.net.au

Web & Git
hodge.net.au/sam
github.com/samhodge

OS Preference
GNU/Linux ★★★★★
MacOS ★★★★★
Unix ★★★★★
Windows ★★★★★

Programming Languages
Python ★★★★★
C++ ★★★★★
PyQt/PySide ★★★★★
Java ★★★★★
bash/csh ★★★★★

DCC Apps
Maya ★★★★★
Houdini ★★★★★
Nuke ★★★★★
XSI ★★★★★
Mari ★★★★★
3dsmax ★★★★★

Renderers
Solid Angle Arnold ★★★★★
3delight ★★★★★
Renderman ★★★★★
Mantra ★★★★★
Mental Ray ★★★★★

IMDB
Sam Hodge (I)@IMDB

Software Engineer

Digital Experience

07/17 - Now   **Lead Pipeline Software Engineer**   Rising Sun Pictures, Adelaide, South Australia
Design and development of scene description upgrade, for all departments at Rising Sun Pictures. Maintainence of Arnold Shading and Rendering Pipeline for Look Development Lighting and Effects Departments. Design and Initial Implementation of Layout Asset Package

10/14 - 07/17   **Lead Pipeline Technical Director**   Rising Sun Pictures, Adelaide, South Australia
Design and implementation of Solid Angle Arnold rendering pipeline in Houdini including hosting of C++ Alembic Procedural in Side FX Houdini for material application and delayed load of geometry. Development of Environment layout tools. Stereo camera pipeline. Mari asset pipeline. Optimisation of network data traffic during the render and caching processes. Optimisation of geometric serialisation.

10/12 - 10/14   **Asset Build Lead**   Rising Sun Pictures, Adelaide, South Australia
Workflow and Pipeline for the production of assets from modelling, lookdev and layout through to lighting on the following shows: The Great Gatsby, The Seventh Son, The Wolverine, iFrankenstien, i, X-Men: Days of Future Past, ANZAC Girls, The Pirates (Korea) , The Water Diviner, Pan

12/09 - 07/13   **Computer Graphics Supervisor**   Rising Sun Pictures, Adelaide, South Australia
Supervision of production of computer graphic on the following Visual Effects productions: The Dragon Pearl, Green Lantern, Red Tails, Gravity (VFX Oscar Winner), iFrankenstein, and previously Get Smart in 2007.

06/09 - 11/09   **Lighting Technical Director**   Weta Digital, Wellington, New Zealand
Lighting shots on the Tree of Souls sequence, where Grace's human character is transported into the Avatar body.

03/05 - 06/09   **Technical Director: Lighting+Dev**   Rising Sun Pictures, Adelaide, South Australia
Creation of technical solutions in the form of processes, software tools, assets on the production of the following feature films: Charlotte's Web, Where the Wild Things Are, Harry Potter 5: The Order of the Phoenix, The Seeker: Dark is Rising, 28 Weeks Later, Get Smart, The Ruins, Harry Potter 6 : Harry Potter and the Half Blood Prince, Terminator Salvation and the Watchmen.

09/02 - 04/12   **Web Developer**   Palas Jewellery, Adelaide, South Australia
Creation of online brochures and online store for seasonal ranges of jewellery products. Included creation of content managment system and data base backend and web shopping cart using Dreamweaver and Drupal CMS in Apache MySQL PHP CSS stack.

09/02 - 09/02   **Software Tester and Creature TD**   cgCharacter, Mylor, South Australia
Production of muscle simulation software for 3dStudioMax, production of marketing and education video, creation of user interfaces, testing of beta development software. Trials of software on visual effects and animation projects, including A Sound of Thunder and Gnomeo and Juliet.

Digital Experience, contd.

07/01 - 09/02 **Multimedia and Web Developer** Quoin Technology - Ethnic Earth, Kent Town, South Australia
Creation of computer based training and web based content management system for Land Information New Zealand and Logan City Council, using Lingo programming language

07/01 - 04/09 **Part Time Instructor** TAFE SA, Adelaide, South Australia
Delivery and design of competency based learning relating to the production of computer graphics in digital content creation package 3dstudiomax

07/01 - 09/04 **Part Time Instructor** mad academy, Adelaide, South Australia
Delivery and design of competency based learning relating to the production of computer graphics in digital content creation package 3dstudiomax

01/98 - 03/05 **Head of Digital Media** Torson Productions, Bowden, South Australia
Production of virtual trainer for the phyiotherapy and fitness industries. Included sub millimetre detail of the entire muscisketetal system of the human body and fitness and therapy animations, for a dot com venture capital firm.

Research Experience

02/95 - 07/96 **Technical Research Officer** University of Adelaide, Waite Campus, South Australia
Manipluation of DNA sequence for PCR based mutagensis of thermo stability of enzyme, recombinant cloning and expression and folding and activity testing of resulting purified enzyme

02/94 - 10/94 **Research Student: Honours** University of Adelaide, Biochemistry Department, South Australia
PCR Mutagensis and recombinant cloning for mamallian tissue culture production of N terminal truncation of bovine insulin like growth factor binding protien 2. Result Top 2A

02/93 - 02/94 **Technical Assistant** Child Health Research Institute, Adelaide, South Australia
Messenger RNA purification and amplifiication for the measurement of gene expression of growth factors and binding protiens in gut disease.

07/92 - 02/93 **Volunteer Technical Assistant** University of Adelaide, Biochemistry Department, South Australia
Sequencing of genomic DNA from yeast for isomers of genes of pyruvate carboxylase enzyme. Use of radioactive nucleotides.

03/92 - 05/92 **Volunteer Technical Assistant** Human Genome Project, Dept Cytogenetics WCH, South Australia
Restriction enzyme cloning of genomic DNA into vectors, in a recombinant laboratory in a hospital situation.

Education

2014 - 2017 **Part Time Graduate Diploma in Computer Science** University of Adelaide, North Terrace Campus, South Australia
Course work graduate studies while working full time.
Subjects: System Programming in C, Computer Systems, Computer Graphics, Computer Networking and Applications, Data Structure and Algorithm Analysis, Event Driven Computing, Artificial Intelligence and Software Engineering and Project. Distinction Grade Average

1996 - 1997 **Diploma in Applied Design: Digital Multimedia** Torrens Valley Campus, Technical and Further Education, South Australia
Specialised in Production of computer graphics in 3dstudio max and programming in multimedia authoring languages for interactivity

1994 - 1994 **Bachelor of Science, Honours Degree, JC Wallace** University of Adelaide, North Terrace Campus, South Australia
PCR Mutagensis and recombinant cloning for mamallian tissue culture production of N terminal truncation of bovine insulin like growth factor binding protien 2. Result Top 2A

1989 - 1992 **Bachelor of Science, Ordinary Degree, Molecular Biology and Botany**
University of Adelaide, North Terrace Campus, South Australia
Main subjects: Botany and Biochemistry/Molecular Biology, but included foundation Mathematics at an engineering level

1987 - 1988 **Senior High School** Scotch College, Mitcham, South Australia
Year 12 Certificate was in double Mathematics, Physics, Chemistry and French for an agregate score of 89%

1984 - 1986 **Middle High School** Glenunga High School, Glenunga, South Australia
Generalist education with an interest in STEM subjects and language.

Publications

Briony E. Forbes, Denise Turner, Sam J. Hodge, Kerrie A. McNeil, Göran Forsberg and John C. Wallace
Localization of an Insulin-like Growth Factor (IGF) Binding Site of Bovine IGF Binding Protein-2 Using Disulfide Mapping and Deletion Mutation Analysis of the C-terminal Domain
Feb 20, 1998 : Journal of Biological Chemistry

Other Info

I have been welcomed a life member of two societes, Air-Stream Community Wireless Association and Adelaide University Science Association. I am a current member of Association of Computer Machinery since 2010 and the Visual Effects Society since 2006.