

David Lanier
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37 years' old – married with 2 children.
Email : david at dl3d.com
Professional web page : www.dl3d.com

Senior Software Developer / R&D Engineer

Work Experience : 13 years

- Creation in 2004 of the David Lanier 3D company, services provider for the computer graphics industry. Keywords : **3dsmax SDK, MAXScript, Maya API, MEL, mental ray shaders API, R&D...**
- 1 year at Ubisoft, video games development located in Annecy, France.
From August 2003 to October 2004.
Job : Services provider to optimize the 3D graphic process on 3D Studio Max for the game **Tom Clancy's Splinter Cell 2 and 3 online**.
- One year at Bastilday, software development that deal with vectorial compression of still images located in Le Bourget du lac, France.
From May 2002 to May 2003.
Job : team manager (5 persons), multi-platform software development, complete set up of the workflow of vectorial textures, technical support of customers.
- 4 years at Kalisto Entertainment, video games development located in Bordeaux, France.
From June 1998 to April 2002.
Job :
 - R&D engineer on a generic software development. Solid dynamics collision detection.
 - R&D engineer specialized in 3D workflow analysis / improvement on 3D Studio Max & Maya.
 - Team manager & Technical director (TD) in the R&D department (5 people) of the tools development team.
 - Team manager of the TD team on an online massively multiplayer game.

Education

Degrees from Joseph Fourier University, Grenoble, France :

- Mathematics "Magistere"
(Post-graduate qualification equivalent to the **applied mathematics engineer**)
- Applied mathematics DEA (University **post-graduate degree** which is a prerequisite for PhD candidates, awarded after a five-year course of study)

Competences

- Computer science
 - Languages : C / C++, C#, Assembly, Pascal, HTML.
 - Software : Microsoft Visual C++, Microsoft Source Safe, Alienbrain NxN, Intel VTune, SVN, Rational Rose, InstallShield, **3D Studio Max SDK, MAXScript, Maya API, MEL, Softimage, FBX SDK, Motion Builder Open reality SDK, mental ray shaders API**, Illustrator, Photoshop, Office, Unreal Engine 2.
 - Misc : **Nokia's Qt API**, UML, Design Patterns, STL, Direct X, OpenGL, COM, DCOM, XML, Windows API, MFC, User Interfaces, DLL, static libraries, SDK, API.

- **Mathematics**

3D. Interpolation / approximation. Dynamics. Differential equations integration. Non-linear equations solving. Bezier curves. Simulation. Compression. Analysis. Algebra. Geometry. Topology. Holomorphic functions. Fourier analysis & integration. Partial derivatives equations. Statistics & probabilities. Wavelets. Formal, algebraic, matrix & differential calculus. Stochastic modelling. Numerical analysis.

- Managing / Training / Recruiting
 - Management : specifications, schedules, risk management, production workflow, iterative process, Q&A
 - Training sessions realized in the following companies : Kalisto Entertainment, Bastilday, CNAM Paris, INRIA, Aries, Real time worlds.

- Languages / Misc
 - Technical & commercial English: read, written and spoken, Spanish : school level, Chinese : notions.
 - In the computer science for more than 20 years.
 - Regular reading of the following magazines: La recherche(French research), Pour la science (French edition of scientific American), Tangente (French mathematical magazine).
 - **Track record in video games : New York Race (PC / PS2), Tom Clancy's Splinter Cell Pandora Tomorrow (PC / Xbox / PS2), Tom Clancy's Splinter Cell Chaos Theory versus**

- Research & Development / Customers contact / Consulting
 - Development of generic and multi-platform software.
 - **Expert at developing plug-ins, scripts and shaders** to improve the 3D production workflow under 3D Studio Max & Maya. Workflow analysis & development of custom solutions to speed it up with documentation provided for the tools.
 - Technical support for customers - R&D. Audit, consulting & training sessions for software integration. Programmer.
 - Technical article about 3D Studio Max programming published on a professional web site in video games development : Gamasutra.
(http://www.gamasutra.com/features/20000614/Janier_01.htm)

Leisures : Taekwondo teacher (Korean martial art), guitarist.