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30+ years experience, all kinds development, 3D animation. Work closely with artists and management to achieve goals under tight deadlines with limited resources. Rapid development of easy to use applications with complex functionality. Programs well documented, rigorously tested and rapidly iterated as needs change. Write proposals, evangelize, lead teams, mentor developers and train users.

Languages: Python, JavaScript, Lisp (Janet, Racket, Elisp, etc.), GDScript, C/C++, Lua, Shell
Frameworks: Django, Mithril, Tailwind, Bootstrap, jQuery, wxWindows, Web/OpenGL, Win32
Content Creation: Houdini, Blender, Godot, ClipStudio, Assimilate Scratch, ffmpeg, Fusion, Nuke, Maya, Xara, PhotoShop, Illustrator, InDesign
Tracking/analysis: Shotgun, GitLab, Excel, R, TB Manager
DB: PostgreSQL, MySQL, SQLite
Backend: Mercurial, nginx, Apache, Qube!, Ansible, Git, Docker
Testing: Jasmine, Locust, xUnit
OS: Linux, Windows, Macintosh, Android, Embedded

Senior Software Developer • Jam Filled Toronto (2016 to present)

Leveraged experience supporting animation production to design, prototype and implement new paradigm full featured **Production Management System** with Mithril/Django/PostgreSQL with sophisticated and streamlined interface, state of the art chat and video collaboration features as well as rich attachments, video paintovers, asset tracking and dependency management. Secured management buy-in, evangelized and trained target users, created training materials. Built and **led dynamic and responsive team** by recruiting internally and hiring to handle new and legacy software, provide time critical support. **Managed complete infrastructure upgrades** with no downtime or data loss. **Wrote and supported multiple applications** for different company departments. Administration and maintenance of in-house Shotgun server with associated tools. For all projects, created **high-quality documentation**, including specifications, help, tutorials and tests.

Senior Software Developer • Arc Productions (1998 to 2016)

Internal web development: managed responsive team, **led studio transition** from proprietary tracking system to Shotgun in such a way that no client-side code had to change, significant UX improvements to existing interfaces, server optimization and tuning. **Tools development:** Editing, compositing and post production scripts, plugins and applications. Developed stereo compositing workflow for Walt Disney's *Gnomeo & Juliette*, wrote first internal renderfarm (on-premise cloud). Instituted specification driven development with formal code reviews and tests. **Animation and Compositing:** assembly, roto, extraction, effects dev, workflow and optimization for commercial, film and IMAX projects. Lead Compositor for short film *The Butcher's Daughter*.

Head Programmer / Head Animator • Zfx Incorporated (1990 to 1998)

Web development: Built numerous public-facing client web sites and active services. Designed and implemented OZX "web operating system" paradigm which hosted multiple client applications.
Programming: Broadcast quality paint program, image processing apps, various textures and geometric tools. **Animation:** Design, modelling, rigging, animation, compositing, rendering.

Recent Shows: Inside Job, Dino Ranch, Final Space, Rubble & Crew, Exploding Kittens, Clone High.

Bachelor of Science, East Tennessee State University.

Private Pilot License (Canada).

USA/Canada dual citizen.

References on request.

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Significant Bespoke Programs (and Technologies Used)

- ◆ **TrackStar:** Complete production management tracking solution for animation. DAG based task descriptions to define and manage complex workflows simply. Multi-faceted interface for flexible queries and user-defined and shareable pages. Interface could be adjusted to skill level and work functions of user. Advanced collaboration features like drawovers and rich chat. Asset management and display. Integrated ticketing. Used on *Kingdom Force*, *Clone High*, *Exploding Kittens* and others. (JavaScript/Python/Django/nginx/Mithril/Tailwind/SVG/WebGL)
- ◆ **artgrid:** Image grid reference tool for artists. Fast and responsive. (Janet/raylib)
- ◆ **Slider:** Tiny self-contained web-based presentation tool. (JavaScript/Tailwind/Mithril/Ohm)
- ◆ **XPwarp:** Ray tracing algorithm to compute curved screen projector correction for X-Plane flight simulator in a professional flight training establishment. (Blender/Python)
- ◆ **ClassCam:** Integrated classroom recording and management software with web UI. (PHP)
- ◆ **Shep:** Easy to use file distribution and synchronization server. (JavaScript/Python/CherryPy)
- ◆ **Redis Connector:** Library to interface with Redis in-memory data store. (REBOL/Redis)
- ◆ **Matériel:** Physical asset tracker, nested containers, check in/out. (JavaScript/Python/Django)
- ◆ **Moneyball:** Schedule planning and bidding application that provided flexible forecasting based on changing client needs. (Python/SVG)
- ◆ **StarFish:** Internal web services hub with sub-applications for timesheets, physical asset tracking, vacation status, documentation, etc. (Python/Django/JavaScript/Mithril/Bootstrap)
- ◆ **FasTiff:** Fusion output plug-in, wrote serialized TIFFs for Scratch playback system. (C++)
- ◆ **Relighter:** Fusion tool plug-in for normal-based relighting, intuitive trackball control. (C++)
- ◆ **shaytan:** Comp artist swiss-army-knife tool. Handled versioning, cloning and propagation of Fusion and Nuke composites. Easy render submission and output version tracking. Streamlined stereo workflow. Full database integration. (Python/wxWindows)
- ◆ **Skippr:** Database controlled efficient ingest tool for Scratch playback system. (REBOL)
- ◆ **Breaker:** Editorial Shot splitting and upload tool. (Python/wxWindows)
- ◆ **Harvestr:** Footage conform and shipping tool with a Scratch-style timeline GUI. (REBOL)
- ◆ **Tabby:** Updated production database based on active Shot versions. (Python/SQLite)
- ◆ **Timelinr:** Scratch EDL visual conform tool. Provided full edit timeline interface. (REBOL)
- ◆ **Rick/Risa:** Distributed render farm client (Rick) and server (Risa). Used inverted control for more efficient render management. Novel resource allocation algorithm. (Python/Forth)
- ◆ **Reviewer:** Web based code review and comparison tool. (Python/JavaScript/Redux)
- ◆ **PyKATZ:** Fast feedback continuous unit-testing tool. (Python/wxWindows)
- ◆ **Dox:** Literate programming documentation generator. (Python)
- ◆ **tc:** Compact node based compositor for contest entry. (REBOL)
- ◆ **OZX:** Web application development/deployment framework. (JavaScript/Perl/Apache)
- ◆ **Zpaint:** Professional broadcast paint package with roto, plugins and scripting. (C/OpenGL)
- ◆ **Zmatte:** Broadcast quality chroma keyer. (C/OpenGL)
- ◆ **Zscope:** Waveform monitor/vectorscope app. Licensed to Side Effects Software. (C/OpenGL)

Open Source

- ◆ Contributed bugfixes and enhancements to [ImHex](#), examples to [Rosetta Code](#).
- ◆ Repository at <https://hg.sr.ht/~ofoe/>.
- ◆ Game jams: <https://ofoe.itch.io/>.