

Current:  
6400 Christie Ave, Apt 7209  
Emeryville, CA 94608  
215.680.5830

**Salim Zayat**  
salim@salimzayat.com  
<http://www.salimzayat.com>

Permanent:  
13 Peppercreek Dr  
Pepper Pike, OH 44124  
216.292.0074

**OBJECTIVE** Seeking fulltime employment as a Tools Programmer or other technical position at an animation studio/effects house or video-game company.

**EDUCATION** **Carnegie Mellon University**  
Master's Degree, Entertainment Technology, May 2005

**University of Pennsylvania**  
**School of Engineering and Applied Science**  
BAS, Digital Media Design, May 2001

**EXPERIENCE** **Pixar (Emeryville, CA)**  
Tools Intern (06/05 - 09/05)  
Researched sketching algorithms for a family of studio-wide tools. Also wrote a tool for importing and manipulating multi-layered Photoshop tiff files.

**Vanguard Animation (London, UK)**  
Tools Developer (06/04 - 12/04)  
Developed a suite of tools for use in the motion picture Valiant. Included:  
- a system to set-up dependencies for more efficient RIB generation  
- the Maya backend for a Metaball plugin  
- all tools involving the film EDL pipeline, including parsing, editing, and matriculation of information  
- the scripts for delivery of the final film  
- a web-based tool to chart the activity on the render farm

**Center for Human Modeling and Simulation (University of Pennsylvania, Philadelphia, PA)**  
Art Director (05/01 - 05/03)  
Acted as one of the primary motion-capture technicians, and developed MEL scripts to aid in mocap data cleaning.

**PROJECTS** **Interbots Initiative**  
Member of a six-person team charged with creating an interactive, servo-driven robot. Responsibilities included the visual design of the robot in Maya, MEL scripts to allow for animation of the physical robot through Maya, and an improved behavior authoring tool. Accepted in Siggraph 2005, Emerging Technologies

**Game Programming**  
Member of a two-person team that created a complete "urban golf" video game. Responsibilities included collision detection and physics, customizability of levels (through config files), as well as all art assets--models, animations, textures, and interfaces.

**COMPUTER SKILLS** **Programming Languages** C/C++/C#, Java/Javascript, Python, Tcl/Tk, Objective-C (on Cocoa), PHP, MySQL, MEL (Maya Embedded Language), Maya API, Open GL, XML, Alfred Script, ShakeScript

**Multimedia Software** Maya, 3-D Studio Max, Kaydara Mocap (formerly Filmbox)

**REFERENCES** **Michael B. Johnson** email: wave@pixar.com  
MPG Lead, Pixar

**Manne Ohrstrom** email: manne@fizzmoll11.com  
Pipeline Developer, Vanguard Animation phone: (+44) 790.501.5050