





Walter Behrnes

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Passionate, success driven senior developer / effects technical director with over 15 years of experience who is skilled in managing and mentoring junior team members. Adapt in all phases of the software development lifecycle, skilled in front-end as well as back-end web based architecture using PHP, Java, Python, JavaScript and other languages. Proficient in developing programming standards and documentation creation.

Programming Experience:

Bash, C++, C#, CSS, GIT, HTML, HTML5, jQuery, JSON, Java, JavaScript, MongoDB, MySQL, Objective-C, PHP, Python, SVN, VB, ZODB

Software Experience:

After Effects, Avid, Blender, Excel, Houdini, Microsoft Word, Maya, Modo, MudBox, Nuke, Photoshop, UV Layout, XSI, ZBrush

Work Experience

House Special	Senior TD / Software Developer / Effects Artist	Jan 2015 – Dec 2017
Reel FX	Senior Houdini Developer	Nov 2013 – Jan 2015
Reel FX	Effects Supervisor	Sept 2007 – Nov 2013
Post Asylum	VFX Supervisor	Aug 2006 – Sept 2007
Tippett Studio	Creature Modeler	June 2006 – Aug 2006
DNA Productions	Lead Technical Director	June 2004 – June 2006
Bowling Green State University	Assistant Professor	Jan 2002 – May 2004

Education

2000 - 2002

M.F.A., Digital Arts Bowling Green State University

1999 - 2000

B.F.A., Computer Arts Bowling Green State University

1995 - 1998

Louisiana State University