

Danny Rerucha

EXPERIENCE

Blue Sky Studios – Greenwich, CT

February 2015 - Present

Production Engineer

- Lead developer on media standardization initiative—a multi-year project aimed at improving media storage, browsing, playback, and review workflows studio-wide.
- Member of a 12-person engineering team responsible for the development of a production pipeline that supports 500+ people creating animated feature films.

Environment: Python, PyQt, Linux, Eclipse

PDI/DreamWorks – Redwood City, CA

2014

Department Technical Director Intern

3 months

- Provided tool and pipeline support for a team of animators working on new technology initiatives.

Environment: Python, PyQt, Maya, Linux

CRI, Emerging Technologies Division – Omaha, NE

2012-2013

Mobile Technologies Intern

16 months

- Developed iOS and mobile web applications on small teams in an agile environment.
- Worked complete product life cycle (design, development, support) on diverse projects, including e-commerce, banking, beauty, and fitness applications.

Environment: iOS, Objective-C, Xcode, Ruby, Git

NASA Nebraska – Omaha, NE

2011-2012

Digital Image Compression Student Researcher

7 months

- Reduced video files by 96% using personally designed implementations of known algorithms.
- Awarded Best Paper: 2012 College of IS&T Undergraduate Research Conference, UNO.

Environment: Java, Java Media Framework, Eclipse

Lockheed Martin, Information Systems & Global Solutions Defense – Papillion, NE

2011-2012

Software Development R&D Intern

10 months

- Prototyped system to generate automated testing scripts for browser-based applications.

Environment: Java, Selenium, Eclipse, Subversion

NOTABLE PROJECTS

The Peanuts Movie

Fall 2015

- Production Engineer credit.
- 87% on Rotten Tomatoes. Opened in 3,900+ theaters in the U.S. and 60+ countries worldwide.

CUDA-Parallelized Monte Carlo Path Tracer – C++, CUDA

Fall 2014

- Path tracing renderer implemented on the GPU with full global illumination.

EDUCATION

University of Pennsylvania – Philadelphia, Pennsylvania

Graduated December 2014

Master of Science in Engineering in Computer Graphics and Game Technology

University of Nebraska Omaha (UNO) – Omaha, Nebraska

Graduated May 2013

Bachelor of Science in Computer Science

CORE COMPETENCIES

Python, C++, C, Linux

ADDITIONAL INFORMATION

Eagle Scout

2008