
JASON RICKWALD

Years of experience in 3D design and visual effects. Adept at using industry standard tools like Houdini, Maya, Unity, Unreal, and Nuke in order to iterate on prototypes as well as final visuals. Further able to delve into code and quickly plug into proprietary software and pipelines when the work might be novel or bespoke or when it becomes necessary to iterate on the final implementation. Comfortable in both leadership roles, setting priorities and providing direction, as well as collaborative roles, where compromise and the ability to tactfully address criticism are key.

EXPERIENCE

DESIGNER, HUMAN INTERFACE, APPLE INC. – 2018-PRESENT

Design, prototyping, visual development, and final implementation on a number of projects including Memoji and Personas on Apple Vision Pro. Regularly collaborated with other designers and artists towards realizing the best design, as well as involving myself directly into the engineering effort to see work through to the end.

SOFTWARE ENGINEER, SPECIAL PROJECTS, APPLE INC. – 2015-2018

Worked with a small team to architect and build a modular simulation environment capable of synchronizing across multiple nodes and plugging in components that could handle rendering via Unreal, physics from different solvers, programmable agents, and scripted execution of crafted simulation scenarios.

FX LEAD & ANIMATOR, PDI/DREAMWORKS – 2007-2015

Effects animation, simulation, compositing, look dev, character finaling, and tool development on nine productions. Sequence lead on three films. Represented the effects department in taskforce on liquid simulation tools.

SOFTWARE ENGINEER, SRI INTERNATIONAL – 2005-2007

Part of a large team working on IRIS, an early machine learning platform funded by DARPA and the basis for CALO – the Cognitive Assistant that Learns and Organizes – an AI research project that later became Apple's Siri.

SOFTWARE ENGINEER, CPU SOFTWARE VIDEO, APPLE INC. – 2006-2006

Internship focusing on drivers for integrated graphics, tooling, and the OpenGL library.

WEB DEV / DBA, DIGITAL SERVICES, ROBERT KENNEDY LIBRARY – 2001-2005

Developed and deployed database-backed web applications, working directly with clients both within the library as well as other organizations in the college.

EDUCATION

CALIFORNIA POLYTECHNIC STATE UNIVERSITY, SAN LUIS OBISPO

Master of Computer Science, *With Distinction* | Bachelor of Computer Science, *Summa Cum Laude*