

Bernard Mendiburu

Senior Stereographer - 3DTV R&D Engineer

French Citizen, 36, US resident, green card.
3554 Sawtelle Blvd, Los Angeles, CA 90066, USA
+1 310 447 4097 / pro@mendiburu.net / www.mendiburu.net

Aim

Provide my experience and innovation skills to high profile stereoscopic teams and projects.

Develop the next generation of stereoscopic post-production tools that will increase immersion and visual comfort.

Explore the new landscapes in stereoscopic storytelling and cinematographic grammar opened by the all-digital production.

Experience

- '06 **Stereoscopic Camera Layout Artist,**
"Meet The Robinsons 3D", Walt Disney Feature Animation, Burbank CA
- '06 **Senior Stereographer, VFX supervisor**
"06, The Big One", State Capitol Museum, Sacramento, CA
- '03 '05 **Scientific Visualization Programmer.**
UCLA Laboratory of NeuroImaging, Los Angeles, CA
- 2K '02 **Chief Technical Officer, 3D-TV R&D Engineer.**
Aasterion Productions, Puteaux, France.
- '99 '01 **Webmaster Engineer, IT Consultant,** France Telecom Olean, Paris, France.
- '98 **Multimedia and Broadcast Engineer,** France Telecom Sofratev, Paris, France.
- '96 '97 **AV R&D Engineer,** Fastever, Puteaux, France.
- '95 **Pre-PhD** in New Products Design - E.N.S. Arts et Métiers, Paris.
- '93 **Master's Degree** in Broadcast and Multimedia U. of Paris II.
- '91 **Bachelor's Degree** in Computer Science - IUT d'Orsay, U. of Paris XI.

Expertise

Brainware

3D-HDTV stereoscopic production and post production.
Glass-free 3D autostereoscopic content creation and diffusion.
2D-to-3D conversion using Zmaps, Projection Mapping, Pulfrish, Layering.
Camera operator, Multimedia teacher.

Software

Author of a stereoscopic compositing toolbox for Adobe AE.
CG scripting, Newtek Lightwave, MEL. Max and Maya Stereo Camera Rigs
Render farm management, Windows and MacOS support.
VR programming in Virtools.
Matlab, C++, Java, Javascript, Html, Php and SQL.

Hardware

Stereo/3D HDTV production and post-production facilities design and management.
Multi-GPU and multi-head computers, design and configuration.
Immersive visualization hardware, head tracking, effectors.