

# Dan Englesson



**Degree:** Master of Science in Media Technology and Engineering at Linköping University, Sweden  
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**Portfolio:** [www.danenglesson.com](http://www.danenglesson.com)

## ABOUT

My name is Dan Englesson and I'm working as a Technical Director at Pixar Animation Studios.

I'm currently working on a movie called Coco and recently finished working on Finding Dory and The Good Dinosaur as a Lightspeed and Pipeline Technical Director. Before joining Pixar I worked as a Core Engineer at The Moving Picture Company in London creating new tools for blockbuster movies such as World War Z and The Jungle Book.

I received a Master of Science degree in Media Technology and Engineering in 2012. I chose Media Technology because I started learning 3D modeling and animation on my own and got hooked. As my interest for computer graphics grew I wanted to find out more about how to improve the technology behind it. I found the perfect education to give me a strong knowledge in math, physics and programming techniques needed for creating state of the art visual effects for movies and games, which has enabled me to work with some of the best in the industry.

## WORK EXPERIENCE

2017	Lightpseed Technical Director at Pixar Animation Studios
2015	Global Technical Director at Pixar Animation Studios
2014	Pipeline Technical Director at Pixar Animation Studios
2014	Core Software engineer at The Moving Picture Company
2013	Crowd Technical Director Resident at Pixar Animation Studios
2012	Global Technical Director Intern at Pixar Animation Studios
2012	M.S thesis position / intern at The Moving Picture Company
2010	Laboratory assistant in TNM069 - 3D Computer Graphics

## NON-PROFIT WORK

2010	Part of a team that organized and planned the reception of 200 new students at Linköping University
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## EDUCATION

2007–2012 | Master of Science in Media Technology and Engineering at Linköping University, Sweden  
**Master thesis:** "Improving the visual quality of crowd systems for feature film production", done at the Moving Picture Company in London.  
**Portfolio with course projects:** [www.danenglesson.com](http://www.danenglesson.com)  
**List of completed** [courses](#)

## ABOUT MEDIA TECHNOLOGY

A M.sc degree in Media Technology and Engineering gives you a strong knowledge in math, physics and programming techniques needed for creating state of the art visual effects for movies and games. Some of the students graduated previous years have gone to work at, for example, Digital Domain, Sony Pictures Imageworks, DreamWorks, Frostbite, DICE and many more. I think technical achievement awarded Ken Museth describes MT students and their capabilities in a good way:

"The students have a rare combination of technical engineering skills and creativity, which allows them to tackle problems in a very unique way. While a solid technical background is obviously the basis for any good engineering degree, it is the creative element that truly sets these students apart from other engineering students. Add a good MT student to your project and you'll see magic start to happen - that's what happened to me and several of my industrial colleagues!"

## HONORS AND AWARDS

- The PIC/FLIP Fluid solver won the category "Best Special Effect" at C-Awards 2012, which is a competition for innovative student projects at Linköping University.
- The sound simulation with deformable objects project was nominated for technical excellence at C-Awards 2012
- The movie "A pawful of dollars" was nominated at C-awards 2011 in the category creativity and design. It was awarded "The Judges price" at the annual film festival Guldsvanen in Norrköping, Sweden and qualified for the Swedish annual film festival for young film makers

## LANGUAGES

**Swedish** | Native  
**English** | Full professional proficiency

## COMPUTER EXPERIENCE

**Languages** | C, C++, Java, Python, Lua, OS, KL, Ada, MySQL, MATLAB, LaTeX  
**API/Libraries** | USD, CUDA, GLSL, OpenCL, OpenGL, Fabric Engine, OpenMP, pthreads, TBB, ANDROID SDK  
**Programs and tools** | Renderman, Katana, NUKE, Maya, Blender3D, Houdini, MATLAB