



SANTIAGO MONTESDEOCA

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Singapore 637121

Nationality: German

Birthdate: 31.10.1989

Birthplace: Guayaquil-Ecuador

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Passionate researcher, engineer and artist, constantly challenging technology to push computer graphics forward.
Particularly fast learner, motivated team worker and solution finder.

Experience **Nanyang Technological University** Singapore August 2014 – present

PhD Candidate – Non-Photorealistic Rendering (Computer Graphics)

- Independent research and development R&D
- Developing a watercolor rendering system in Maya (C++, Python, Qt)
- Developed auto-peg animation alignment tool (Python, Qt)

VFX2 Pte. Ltd. Singapore November 2012 – October 2013

Co-founder of studio.coop and Technical Lead

- Created an open collaboration platform in the cloud: *studio.coop*
- Remote work, involved in decision making and overall development
- Developed pipeline and multiple tools (Google Apps Script, JS/JQuery)

Lucasfilm Ltd. Singapore Mai 2011 – November 2011

Jedi Academy Intern 2011 (Lucasfilm Animation - Animation TD)

- Animated several character tests and optimized production rigs for *Strange Magic*
- Developed 15+ tools for animation and rigging (Python, MEL, Qt)

Sebasansa S.A. Guayaquil, Ecuador March 2008 – August 2008

Administrative support Intern

- 3 months training as the CEO's Assistant
- 3 months completely independent management of the business, leading 20+ farm workers in production.

Education **Nanyang Technological University**, Singapore August 2014 - present

Doctor of Philosophy (Interdisciplinary Graduate School - New Media)

Thesis Subject: Real-time Watercolor Rendering of 3D Objects and Animation with Enhanced Control
Cumulative GPA: 4.5 Singaporean grading system

Stuttgart Media University (HdM), Stuttgart, Germany Graduated: August 2012

Bachelor of Engineering in Audiovisual Media

Final Grade: 1.5 German grading system - ECTS Grade B (second upper level)

Nanyang Technological University, Singapore August 2010 – Mai 2011

Exchange Student at the Bachelor of Fine Arts Program of Digital Animation

Cumulative GPA: 5.0 Singaporean grading system

German Humboldt High School, Guayaquil, Ecuador
Specialization: Physics/Mathematics
Final Grade: 19.0/20 Ecuadorian Grading System

Graduated: January 2008

Courses **Udacity**

How to Build a Startup (The Lean LaunchPad) by *Steve Blanks*

February 05, 2013

Research **Peer reviewed conference proceedings:**

[MSR16]

MONTESEDECA S. E., SEAH H. S., RALL H.-M.: Art-directed Watercolor Rendered Animation. *NPAR'16 Proceedings of the Workshop on Non-Photorealistic Animation and Rendering* (2016), The Eurographics Association, pp. 51-58.

Peer reviewed conference presentation with selection on abstract:

[MSB16]

MONTESEDECA S. E., SEAH H. S., BENVENUTI D.: Artistically Driven Non-Photorealistic Computer Animation. *28th Annual Conference of the Society for Animation Studies* (2016), Society of Animation Studies.

**Honors &
Awards**

- Honorable Mention and Best Presentation, Expressive 2016, Lisbon 2016
- A*STAR's Singapore International Graduate Award (SINGA) 2014
- Compostelana for St. James Northern Way (~1000km walk on foot through Spain) 2012
- Daily Deviation Award for short film *gotita.*, *deviantart.com* 2011
- Best Animated short film for *Arthur*, Festival de Adrenalina Audiovisual, Guayaquil 2011
- Baden-Württemberg Stipendium (Scholarship) for Academic Excellence 2010
- Flag Carrier of the German Humboldt High School, Guayaquil (Best 3 Students) 2007
- Best Internship Performance in Ecuador by the German Humboldt High School, Guayaquil 2007

Skills

Expertise: Expressive Graphics (NPR), Computer Animation, Computer Graphics, Image Processing, Computer Vision

Programming Languages: Python, C++, HLSL/GLSL/Cg, MEL, LaTeX, HTML/CSS, JavaScript, Java

Libraries: OpenGL, Qt (PyQt/PySide), Maya API, Numpy, Pillow, Google Apps Script, JQuery

Software: Maya, Unity, Git, Matlab, Photoshop, After Effects, Premiere, Nuke, MS Office

Languages: Spanish (native), German, English

**Personal
Interests**

Traveling, dancing, cooking, gaming, animating, playing guitar/ukulele, drawing/painting and reading