

# MICHAEL HULME

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## DIRECTOR OF PRODUCTION / URBAN SIMULATION

### Large Scale Visualizations / 3D Urban Simulation Projects / Advanced DVD Authoring 3D Modeling / NL-DV Editing systems / CAD / Computer Based Graphic Arts / Network Rendering

Entrepreneurial, visionary leader in the field of 3D graphics, animations, and real-time simulations. Created one of the top three 3D animation studios of its kind in the United States. Launched successful startup with the goal of delivering cutting-edge visualization technologies vertically into traditional industries, including architecture and engineering. Clients have ranged from large public clients such as the city of Frisco, Dallas, Fort Worth & DFW International Airport; to public corporations Blockbuster, Ann Taylor Lofts and ExxonMobile.

- **Led profitable startup and merged with established engineering firm**
- **Directed more than 50 full-production computer animation projects**
- **Created and managed large-scale urban simulation databases at significantly reduced costs**
- **Oversaw computer animation and real-time simulation projects in 19 engineering disciplines**

**White Paper Presentation:** "Using Virtual Reality in the Entitlement Process" – 1999 before the Urban Land Institutes (ULI) annual convention in Miami, FL. Completed 157 credit hours, 1986 – 1992, primarily at Texas A & M, Kingsville; Physics / Optics geared towards Computer Engineering; and at Texas Wesleyan University, Fort Worth, Computer Science and Religion / Psychology.

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### SELECTED ACCOMPLISHMENTS

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**Led profitable startup and merged with established engineering firm.** Launched Virtual Vision Productions to transition Hollywood and military-originated 3D graphic and simulation capabilities vertically into the architectural and engineering fields. Grew to \$400K in annual revenues, then merged with Halff Associates Inc, a leading Dallas engineering firm. Became Director of the newly formed Visual Technologies Division.

**Directed more than 50 full-production computer animation projects** for major governmental and private entities including the Army Corps of Engineers, Texas Department of Transportation, DFW International Airport, several major cities and a dozen major real estate developers and sub-consultants.

**Created and managed large-scale urban simulation databases at significantly reduced costs** to both the firm and outside clients. Implemented a 60+ workstation shared processing network render farm to accelerate project completions. Applied Stanford University's specialized OpenGL API software to create a unique PC based scalable server, matching the 3D real-time simulation power of a UNIX SGI ONYX2-IR system for 25% the cost.

**Oversaw computer animation and real-time simulation projects in 19 engineering disciplines** including transportation, aviation, private development, natural and artificial light studies, flood impact studies and environmental restorations. Provided technical leadership, training and mentoring for a multi-cultural six-person graphic and animation production staff. Guided production teams of up to 13 members during peak projects.

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### CAREER SUMMARY

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**Director of Visual Technologies,** Halff Associates Inc., 1998 – 2003. Developed technological capabilities that enabled photorealistic visual renderings via terabytes of accurate data. Created urban simulation models covering 50 sq. miles, with 6", to-scale, topographical accuracy. Provided ongoing solutions to increasing requirements for processing power to meet the demands of exceptionally large graphic and animation databases. Oversaw technology development, departmental operations and business relationship management.

**Co-Founder & Managing Director,** Virtual Vision Productions Company, 1995 – 1998. Started up a high tech 3D visualization studio, primarily servicing retail and entertainment projects as well as mixed use and industrial projects. Drove revenues to over \$400K annually during the mid 1990's when animation work was an unknown service in the industry. Consistently achieved profitability from the first quarter of operations.

**Product Designer,** Kimley-Horn and Associates, 1992 – 1995. 1200 person civil engineering firm. Joined the newly created Intelligent Transportation Systems (ITS) division. Personally responsible for all 3D renderings. Key designer for the initial Greater Houston Regional Computerized Traffic Signal System improvements, as well as numerous other transportation projects nationwide.