

# MICHAEL HULME

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## DIRECTOR OF PRODUCTION / URBAN SIMULATION

Mr. Michael Hulme is an entrepreneurial, visionary leader in the field of 3D graphics, animations, and real-time simulations. His career mission has been to introduce cutting-edge visualization technologies such as 3D graphic and simulation capabilities vertically into traditional industries.

Mr. Hulme's extraordinary success has been based on his ability to combine and maximize off-the-shelf hardware and software capabilities towards desired proprietary utilizations. His graphic and animation teams have a spectacular track record of consistently meeting tight deadlines, while producing superior products.

A recognized innovator at increasing processing power without burdensome expense, Mr. Hulme has created and managed large-scale urban simulation databases at significantly reduced costs to both the firm and outside clients. In addition, he has collaborated with major universities in the development of graphic applications.

Following his initial career position as a product designer for Kimley-Horn Associates, a Dallas transportation engineering and design firm, Mr. Hulme co-founded one of the top three 3D animation studios of its kind in the United States. Begun as Virtual Vision Productions, Mr. Hulme later merged this highly successful computer animation and simulation firm with Halff Associates Inc., one of the top 500 design firms in the United States.

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### CAREER SUMMARY AND ACCOMPLISHMENTS

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#### **HALFF ASSOCIATES INC., 1998 TO 2003.**

*Halff Associates, Inc., is consistently ranked in ENR magazine's list of the top 500 design firms in the United States.*

#### **Director of Visual Technologies.**

As Director of this newly formed division, Mr. Hulme oversaw technology development, departmental operations and business relationship management.

Under Mr. Hulme's leadership, the Visual Technologies division developed technological capabilities that enabled photorealistic visual renderings utilizing terabytes of accurate data. Mr. Hulme and his team created urban simulation models covering 50 square miles, with 6", to-scale, topographical accuracy. In addition, they provided ongoing solutions to increasing requirements for processing power to meet the demands of exceptionally large graphic and animation databases.

He 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.

Mr. Hulme directed more than 50 full-production computer animation projects for major governmental and private entities including the Army Corps of Engineers, the Texas Department of Transportation, DFW International Airport, several major cities and a dozen major real estate developers and sub-consultants. In addition to the public sector, clients included corporations such as Blockbuster, Ann Taylor Lofts and ExxonMobile.

A proven leader, trainer and mentor, Mr. Hulme developed a multi-cultural six-person graphic and animation production staff. During his tenure, he guided production teams of up to 13 members during peak projects.

### **VIRTUAL VISION PRODUCTIONS COMPANY, 1995 – 1998.**

Mr. Hulme co-founded this high tech, 3-D visualization studio, which provided stills and animations to the architectural and land development industries – primarily servicing retail and entertainment projects as well as some mixed-use and industrial projects.

As managing director of the firm, Mr. Hulme drove revenues to \$400K per year during the mid-1990's when animation work was an unknown service in the industry. In addition, the company was profitable from its first quarter of operation.

The studio, a pioneer in visualization technologies, served its clients with massive datasets and thorough computer graphics production knowledge. Projects utilized a broad expanse of capabilities, from simple prop creation and site plan interpretations, to complex satellite and curbside transitions.

As director of the firm's \$180,000+ equipment and software upgrade from DOS to an SGI UNIX operating platform, he subsequently gained expertise in producing large-scale virtual models, and subdividing processing to achieve high frame-rates during real-time / simulation utilizations, and scripted animation production.

Three years after its inception, Mr. Hulme merged it with the engineering firm of Halff Associates Inc. At that time he accepted the Directorship of the newly formed Visual Technologies Division.

### **KIMLEY-HORN AND ASSOCIATES, 1992 – 1995.**

*Kimley-Horn ranks among the 20 largest U.S. firms in “pure” design, transportation, multiunit residential, retail, airport, highways, wireless communications, and mass transit.*

#### **Product Designer.**

Mr. Hulme joined the newly created Intelligent Transportation Systems (ITS) division of this 1200 – person civil engineering firm shortly after it had received a \$130M federally mandated fiber optic traffic management technology contract. Personally responsible for all 3D renderings, he gained valuable skills and expertise that would serve as a foundation for his fast-track career.

As part of the contract, he served as a key designer for the initial Greater Houston Regional Computerized Traffic Signal System improvements. This project included conceptual overview of

system project topology, options and template creation for system architecture, required hardware, alternatives, and system implementation for more than 4500 traffic signals.

Mr. Hulme also played a key role on other projects that enhanced his experience in emerging technologies. These included Hilton Head's Cross Island Tollway real-time license plate recognition system and timing schematic for toll collections points, the Phoenix, Arizona FMS project comprising a 200 mile fiber network; 3-D pre-visuals of Chicago, Illinois Midway Airport's secured entrance and exit systems, the Colorado Department of Transportation's I-25 HOV ITS surveillance system, and 3-D animated and printed training content for the Houston RCTSS project.

When the government contract ended, Mr. Hulme leveraged his rapidly-advancing technological capabilities with investors to form Virtual Vision Productions Company.

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### **EDUCATION AND PERSONAL**

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A lifelong learner, Mr. Hulme has maintained a technical interest consistently maintained since the first college-level computer courses he audited in the third grade. This interest grew through the experimental programs he was invited to join; featuring computer coursework tested on select groups of qualifying secondary education students during the late 70's and early 80's within Texas public schools.

Mr. Hulme completed 157 credit hours of college education, primarily at Texas A & M, Kingsville. His course of study included physics and optics, geared towards a career in computer engineering. In addition, he studied at Texas Wesleyan University, Fort Worth, in computer science and religion / psychology, originally preparing for a career in ministry

In 1999, he delivered a white paper presentation, "Using Virtual Reality in the Entitlement Process" before the Urban Land Institutes (ULI) annual convention in Miami, Florida.

In the community, Mr. Hulme volunteers with local Special Olympics Annual Competitions, the local 2012 Olympic Committee, and with numerous activities in his church.

Personally, he enjoys kayaking, mountain biking, and weight training.