

# Michael Rochefort

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## Skills

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### Software

- 3D: Maya, Modo, Cinema 4D, Mari, Substance Painter
- 2D: NukeX, Fusion, After Effects, Photoshop, Premiere Pro, Illustrator
- Render Engines: Redshift, RenderMan RIS, Mental Ray
- Render Managers: Deadline, Pixar Tractor, Smedge
- Languages: Python 2&3, HTML, CSS
- Technologies: PyQt5, MkDocs, Splinter, Discord.py, Foundation Emails, Bootstrap
- Management: Slack, Discord, Asana, Trello

### System Administration

- Operating Systems: Windows (7/8/10), RHEL 7, CentOS 7, Fedora 22+, Mac OS X (10.6.8+)
- Asset Management: Git (Local, GitLab, GitHub), Perforce
- Maintenance: RPM/Yum/DNF, TeamViewer, SSH
- File Sharing: Samba, NFS

## Experience

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### The Graduate School at UConn – University of Connecticut

#### Student Technology Specialist

02/2016 - Present

- Provided technical support for The Graduate School Administration.
- Created Python scripts to improve the data integrity from 3rd-party sources.
- Contributed to the redesign and development of The Graduate School website.
- Generated custom email templates to match UConn's branding.
- Documented step-by-step configuration and troubleshooting guides.

#### Student Animated Short

Fall 2017 - Spring 2019

- Co-leading a four semester variable topics course to produce an original animated short.
- Developed storyline.
- Technical director and system administrator managing pipeline and render farm.
- Lead on texture, lighting, rendering and compositing.

#### Student Animated Short

Fall 2016 - Spring 2017

- Co-created a variable topics course to produce an original animated short.
- Developed storyline.
- Co-Technical Director responsible for shading, lighting, rendering and compositing.
- Setup and configured Pixar Tractor and Pixar License Server.

#### Computer Graphics Club

Spring 2016 - Present

Founding Member, Treasurer and Vice President

- Created an environment for students to be informed about industry events as well as learn, review and share tools and techniques while receiving weekly critique on their work.

- Determined system requirements and worked with multiple vendors to meet UCONN funding and purchasing guidelines while maximizing performance per dollar.
- System administrator responsible for setting up and maintaining a private Linux based render farm that supports Maya, Renderman, Arnold, and Blender. Installed and configured Pixar License Server and Autodesk Network License Manager.

### Industry Forums

2014 - Present

- Active contributor on Redshift, Autodesk and Foundry forums.
- Created a community Discord server for Redshift users.

## Education

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### University of Connecticut – Storrs, Connecticut

- Major: Bachelor of Arts, School of Fine Arts – Digital Media and Design
- Concentration: 3D Animation and Visualization
- Minor: Computer Science
- Anticipated Graduation: May 2019
- GPA: 3.67/4.0

### King Philip Regional High School - Wrentham, Massachusetts

2011 - 2015

#### Highlights:

- Created and taught a class designed to develop an interest in filmmaking and post-production. Demonstrated basic camera and lighting techniques, theory and an introduction to the post-production pipeline.

## Achievements & Interests

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Crescendo International Music Competition Finalist - Carnegie Hall 2014

King Philip Music Marching Band USSBA National Champions 2012, 2013

Building custom gaming and video processing systems based on budget and system requirements 2014-Present

Percussion with emphasis on piano, marimba and vibraphone 2002-Present