

Michael Rochefort

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Skills

Software

- 3D: Maya, Modo, Cinema 4D, Mari, Substance Painter
- 2D: NukeX, Fusion, After Effects, Photoshop, Premiere Pro, Illustrator
- Rendering: Redshift, RenderMan RIS, Mental Ray, Deadline, Pixar Tractor, Smedge
- Languages: Python 2&3, HTML, CSS
- Technologies: PyQt5, MkDocs, Splinter, disco-py, Foundation Emails, Bootstrap

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, Ansible
- Virtualization and Containers: VMware Workstation, libvirt, qemu/kvm, Singularity, Docker

Experience

ITS High Performance Computing – University of Connecticut

Student System Administrator

05/2018 - Present

- Build, deploy, and maintain cluster-wide and containerized software from source.
- Increase adoption of Singularity to reduce software build workload.
- Document all cluster container workflows.
- Troubleshoot job submission and software errors.

The Graduate School at UConn – University of Connecticut

Student Technology Specialist

02/2016 - 05/2018

- 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-lead 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 texturing, 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, System Administrator, Treasurer and Vice President

- Create 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.
- Network with external contacts in local studios and related companies to bring in outside talent to give presentations and workshops.
- 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 CentOS Linux based render farm that supports Maya, Renderman, Arnold, Blender, and Modo. Installed and configured Pixar License Server, Autodesk Network License Manager, and the Deadline License Manager.

Education

University of Connecticut – Storrs, Connecticut

- Major: Bachelor of Arts, School of Fine Arts – Digital Media and Design
- Concentration: 3D Animation and Visualization
- Anticipated Graduation: May 2019
- GPA: 3.63/4.0

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

Crescendo International Music Competition Finalist - Carnegie Hall

2014

King Philip Music Marching Band USSBA National Champions

2012, 2013