work experience:

18+ years in the field of digital vfx, computer animation, compositing

software skills:

3D	Maya (main skills), Houdini (basic skills), Motionbuilder, FumeFX,
compositing	Nuke, Digital Fusion
rendering	mentalray, vray, arnold, mantra, prman
render management	royal render, deadline, tractor, condor
scripting	Maya mel scripting and expression skills, developing of own UI 's and basic tools
editing	Adobe Premiere
project management	filemaker, ftrack, shotgun, rise base
2D –paint /fx paint	Photoshop, particle illusion
3d tracking	Mocha, 3D Equalizer, Boujou, PFTrack, Nuke
misc	Windows, Mac, Unix/Linux systems, basic UNIX shell scripting skills