Ulysses Popple

http://ulysses.studio/ studio@ulysses.me
VFX Technical Artist – London (UK and USA citizen)

VFX: Houdini (pyro, vellum, RBD, FLIP, Karma, USD/Solaris, PDG, HQueue, VEX), V-Ray, Fusion/Resolve, Unreal, Unity, rapid prototyping
Programming: Linux, Type/Javascript, Node.js, React, WebGL, Azure/AWS, Android
Soft: Team lead, project planning, live performance, documentation, client management

Selected Projects

Comedy Central / Piranha / Clusterfest VR / Developer: TouchDesigner / Node.js

A VR experience in a booth at Comedy Central's Clusterfest.

- Created 15 second VR/webcam cuts from TouchDesigner recordings immediately following the user experience with an email turnaround of 5 minutes
- Use lambdadesigner-js with Node.js to coordinate recording, live scores, and game event triggering without lag

HBO, Podop, Inside Secure / Mosaic, Unreleased Prototype / Developer: Android, Unity
Sole Android developer for Mosaic, an interactive narrative from Steven Soderbergh. The app lets users explore a branching episodic narrative along with small "discovery" snippets.

- Integrated a prototype DRM solution from Inside Secure into the video player. Worked with Inside Secure developers to improve a new version of their DRM plugin.
- Prototyped a 360 interactive narrative, patent co-invented with Steven Soderbergh and Ed Solomon

SidLee / Interactive Display / Developer: Unity
Kinect-Based interactive display with production-quality vfx in real-time

- Adapted a Navier-Stokes pyro solver to work in Unity's VFX Graph
- Mapped vendor-delivered characters and animations to live kinect skeletons and applied fire and smoke effects onto them

Toyota, Saatchi & Saatchi, Wildlife.la / #LetsJoinHands / Developer: Cinder
Interactive experience connecting Herald Square in NYC and Hollywood and Highland in LA where participants drew together with touch. The final video was uploaded to @Toyota's twitter page.

- Beautiful touch drawing and live video stream interface implemented in C++ and Cinder, with animated drawings, an OpenGL keyboard input, and Adobe After Effects animations.
- Led client demos on sight, and interacted with them directly to figure out their primary needs for the project

US Air Force, Wildlife.la / The Hangar / Developer: [Unity](#)

Created the "Tire Change Experience" where users loosened and tightened a tire with interactive screens and LEDs to get a high score. Created in Unity.

- Team lead for integration with the eShots api for all games with a custom Unity plugin and node.js app

LambdaDesigner / TouchDesigner in Javascript / Developer: [TouchDesigner, Typescript, Haskell](#)

A library that lets TouchDesigner users program TD networks in javascript

- Wrapped the entire TouchDesigner api in Typescript and Haskell with static and runtime typing
- Performed live in shows across Brooklyn and the world
- Led a workshop at the 2019 TD Summit teaching all participants to use the software

Personality Quarks / Python, C# / Developer: [Unity](#)

Reusable modular ML-Agent components for easily creating reinforcement learning agents.

- Led a workshop at the [International Conference of Live Coding 2020](#) teaching participants to create reinforcement learning agents
- Performed live with machine learning-trained AI actors

HASH / Remote Developer: [Three.js, React, Rust, wasm, AWS](#)

A web-based engine for running agent based simulations.

- Created a custom animation system for Three.js to allow massive visualizations on any machine
- Achieved increased performance and communication from five engineers by acting as engineer liaison between different parts of the product
- Laid out a six-month plan with time estimates for three engineers of a cloud-based simulation system capable of 22 million synchronized object mutations per second

Trello / 2013 - 2016 / Developer: [web](#), [Android](#)

A visual collaboration tool that came out of Fog Creek Software. Trello currently has over 50 million users across web, Android, and iOS.

- Managed biweekly to monthly releases, coordinating with a team of 3-4 engineers. Buildbot continuously built internal alpha builds, allowing us to have nearly daily deployments.
- Primary engineer for Trello on Android Wear and Google Nearby pre-release integrations. Worked confidentially with Google engineers during the development period.

Education

CGSpectrum / 2021 - Houdini FX Diploma

New York University / 2013 - BFA Acting, Computer Science