

# MICHAEL HULME

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## Career Summary

Led profitable startup and merged with established engineering firm.

Launched Virtual Vision Productions to transition Hollywood and military-originated 3D graphic and simulation capabilities vertically into the architectural and engineering fields; then merged with Half Associates Inc, a leading Dallas engineering firm. Became Director of the newly formed Visual Technologies Division.

Directed more than 150 full-production computer animation projects for major governmental and private entities including the Army Corps of Engineers, Texas Department of Transportation, DFW International Airport, several major cities and a dozen major real estate developers and sub-consultants.

Created and managed large-scale urban simulation databases at significantly reduced costs to both the firm and outside clients. Implemented a 90+ workstation shared processing network render farm to accelerate project completions. Applied Stanford University's specialized OpenGL API software to create a unique PC based scalable server, matching the 3D real-time simulation power of a UNIX SGI ONYX2-IR system for 25% the cost.

Oversaw computer animation and real-time simulation projects in 18 engineering disciplines including transportation, aviation, private development, natural and artificial light studies, flood impact studies and environmental restorations. Provided technical leadership, training and mentoring for a multi-cultural graphic and animation production staff. Guided individual Pre & Post production teams of up to 20 members during peak projects.

### **Specialties:**

- Workflow design and training
- Hardware and Facilities Architecture
- Production Coordination
- Performed all department R&D
- Visual CG Development
- Budget Development
- All department hiring decisions and personnel interviews
- Art Direction
- Supervised all Script Development & Sound Editing
- CG Lighting Director
- 3D Compositing Training and Implementation
- Created and enforced File Management and Server utilization standards

### **Current Efforts** *(Description Below)*

Partner at LANDinnovation

### **Past Positions** *(Descriptions Below)*

Director of Urban Simulation at HNTB  
Director of Visual Technology at Halff Associates  
Founder & CEO at Virtual Vision Productions  
Product Designer within Kimley-Horn's Technology Division

### **Education**

Texas A&M University-Kingsville  
Texas Wesleyan University

### **Websites**

[My Personal Website](#)  
[My Family YouTube Site](#)  
[My Company](#)  
[My Company YouTube Site](#)

### **Duplicate Online Public Profile**

<http://www.linkedin.com/in/michaelhulme>



[Career Summary](#)



[Career Milestone  
Timeline](#)



[Portfolio](#)

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## **Experience**

### **Partner**

#### **LANDinnovation**

(Partnership ; 1-10 employees ; Real Estate / Land Development industry)

February 2006 – Present (2 years 5 months)

“Conscientious Innovations Guide Our Land Development Projects Confidently Towards Mutually Beneficial Growth and Redevelopment.”

Our innovative approach to Private Land Development recognizes the broad reaching impact each Development Project will have on local individuals, municipalities and the surrounding community of business and visitors.

Our comprehensive state-of-the-art approach to Private Land Developing will serve the future success of any city's goals in an unprecedented manor. As we unveil our new level of services and technologies along with our new company identity you will discover a process of information gathering and disseminating never before approached by a small independent Land Development Group. We are working vigorously at LANDinnovation to approach our

responsibilities as developers with an unparalleled sense of innovation, responsibility and courage.

## **Director of Urban Simulation**

### **HNTB**

(Privately Held ; 5001-10,000 employees ; Civil Engineering industry)

December 2003 – August 2005 (1 year 9 months)

Designed and built new State-of-the-art division within a \$470M engineering and planning firm, from the ground up.

Lead this new division in the production of photo-realistic, computer simulated, 3-D virtual environments, demonstrating the impacts of projects ranging from highway construction to community master plans.

Extraordinary success was yielded based on my ability to combine and maximize off-the-shelf hardware and software capabilities towards desired proprietary utilizations. My simulation and CG teams have maintained a spectacular track record of consistently meeting tight deadlines, while producing superior products.

Integrated simulation into the design process for engineering and planning groups.

Recruited and trained 17 industry-transitioning professionals.

## **Director of Visual Technology**

### **Halff Associates**

(Privately Held ; 201-500 employees ; Civil Engineering industry)

July 1998 – August 2003 (5 years 2 months)

Developed & perfected technological capabilities that enabled photorealistic visual renderings via terabytes of accurate data.

Created urban simulation models covering over 50 sq. miles, with 6", to-scale, topographical accuracy.

Directed the production of more than 60 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, served the public sector, clients included corporations such as Blockbuster, Ann Taylor Lofts and ExxonMobile.

Provided ongoing solutions to increasing requirements for processing power to meet the demands of exceptionally large graphic and animation databases.

Oversaw technology development, departmental operations and business relationship management.

## **Founder & CEO**

### **Virtual Vision Productions**

(Partnership ; 11-50 employees ; Computer Graphics / Simulation industry)

August 1994 – July 1998 (4 years)

Started-up 3D visualization studio, primarily servicing retail & entertainment projects as well as mixed use and industrial projects.

Pioneered visualization technologies; served clients with massive datasets & thorough computer graphics production knowledge. CG projects utilized a broad expanse of capabilities, from simple prop creation & site plan interpretations, to complex satellite and curbside transitions.

Gained expertise in producing large-scale virtual models, & subdividing processing to achieve high frame-rates during real-time/simulation utilizations, & scripted animation production. Consistently achieved profitability from first quarter of operations.

Virtual Vision Production affectively transitioned Hollywood and military-originated 3D graphic & simulation capabilities vertically into the architectural & engineering fields. Then merged with Half Associates Inc, engineering firm where I became the Director of the newly formed Visual Technologies Division.

## **Product Designer**

### **Kimley-Horn and Associates**

(Privately Held ; 1001-5000 employees ; Civil Engineering industry)

May 1992 – July 1994 (2 years 3 months)

Product Designer, joined the newly created Intelligent Transportation Systems (ITS) division.

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.

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
- 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

- Colorado Department of Transportation's I-25 HOV ITS surveillance system
- 3-D animated and printed training content for the Houston RCTSS project

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## Education

### [Texas A&M University-Kingsville](#)

Physics - With an emphasis in Optics, 1988 – 1991

*Activities and Societies:* Gymnastics Trainer, Student Dorm Association

### [Texas Wesleyan University](#)

Computer Science & Religion / Psychology, 1986 – 1988

*Activities and Societies:* Sigma Phi Epsilon Fraternity

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## Additional Information

### Websites:

- [My Website](#)
- [My Company](#)

### Interests:

Kayaking, Mountain Biking, Boating, Snow Skiing, Travel Abroad

### Groups and Associations:

[MIT Enterprise Forum of Cambridge](#), [ULI](#), [CoStar](#), [ICSC](#)

# URBAN SIMULATION PORTFOLIO – ONLINE VIDEO LIBRARY

(To stream a video immediately within your web browser simply click the exhibit title and the related video playback site will launch. If you instead wish to download a High-definition Flash video, click the "Download" link below each image; however, you will need a [Flash Video Player](#) installed on your local machine for viewing.)

## **HNTB Examples: (2004-2006)**

(If you wish to download & play the full-screen HDTV versions on your local machine you might need to download an "FLV Player" [<Download Here>](#).)

### **General Demo Reel – Mix of Projects**



**[<Click to Play>](#)**

[\(or download HDTV version here\)](#)

### **Southern Gateway – Frwy Expansion**



**[<Click to Play>](#)**

[\(or download HDTV version here\)](#)

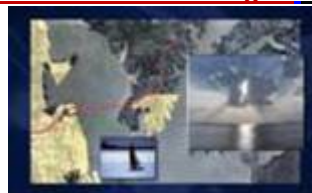
### **Virtual Frisco – Produced for Frisco EDC**



**[<Click to Play>](#)**

[\(or download HDTV version here\)](#)

### **Lewisville Lake Toll Bridge – NTTA**



**[<Click to Play>](#)**

[\(or download HDTV version here\)](#)

Higher quality video [streams](#) for the above HNTB simulation examples can also be found at the following web site - <http://cgsimpublicexamples.blip.tv/#608121>

### **I-465 Proposed Bridges – Indianapolis-DOT**



**[<Click to Play>](#)**

[\(or download HDTV version here\)](#)

### **Marsha Sharp Frwy – Lubbock-DOT**



**[<Click to Play>](#)**

[\(or download HDTV version here\)](#)

## **Half Associates Examples: (1999-2004)**

### **Trinity River Corridor Improvements – City of Dallas**



### **Eastern Extension, George Bush Tollway – North Texas Tollway Authority**



[<Click to Play>](#)

[\(or download here\)](#)

**[\*Automated People Mover – DFW Airport\*](#)**



[<Click to Play>](#)

[\(or download here\)](#)

[<Click to Play>](#)

[\(or download here\)](#)

**[\*Pasadena Skate Park – City of Pasadena\*](#)**



[<Click to Play>](#)

[\(or download here\)](#)

**[\*Hwy360 & I-30 Expansion – City of Arlington\*](#)**



[<Click to Play>](#)

[\(or download here\)](#)

**[\*Kayak Park, Trinity River Oxbow – Corp of Engineers\*](#)**



[<Click to Play>](#)

[\(or download here\)](#)

**Virtual Vision Production Examples: (1994-1999)**

**[\*Ann Taylor Loft Store Concept - Interior\*](#)**



[<Click to Play>](#)

[\(or download here\)](#)

**[\*Center of Preston Ridge – Princeton Partners\*](#)**



[<Click to Play>](#)

[\(or download here\)](#)

**[\*Fankford Trade Center – Hunt Realty\*](#)**

*(This animation is over a decade old!)*



[<Click to Play>](#)

[\(or download here\)](#)

**[\*The Village at Flower Mound – Direct Development\*](#)**

*(CG lighting & vegetation was crude in the 90's)*



[<Click to Play>](#)

[\(or download here\)](#)

**Two of my previous Simulation Studio Designs – 3D simulated interior tours:**

**[\*Visual Technology Center, Halff Assoc. – Interior\*](#)**

**[\*Urban Simulation Center, HNTB – Interior w/transparent infrastructure\*](#)**



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### **Competitive 2006-2007 Examples – Featuring Current Dubai growth:**

*(Incidentally the techniques used in these impressive scripted Dubai exhibits are all fairly straight forward; however, what can't be denied is the fact that any simulation is only as impressive as the subject matter it depicts, and this particular subject matter is second to none. Much more exciting than a simple freeway expansion or even an Automated People Mover.)*

#### **Dubai, "Waterfront" – Harbor Project**



[\*\*<Click to Play>\*\*](#)

[\(or download here\)](#)

#### **Dubai, "The World" – Island Development**



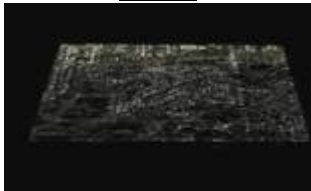
[\*\*<Click to Play>\*\*](#)

[\(or download here\)](#)

### **Various Technology Demonstrations: (1994-2006)**

*(It was sometimes necessary to develop exhibits to assist in explaining to other non-technical individuals how are processes and final products were developed and what technologies were currently under development within our group.)*

#### **"Making of" Exhibits – For board members & clients**



[\*\*<Click to Play>\*\*](#)

[\(or download here\)](#)

#### **THE FINE PRINT:**

Each video is exhibited strictly as an Addendum to my Professional Resume and intended as an educational reference. Each urban simulation demonstrated represents the efforts of many individuals; of which I was exclusively responsible for hiring, directing and managing. Each video production was produced under my direction and any and all contracts written pertaining to scope, copyrights and final cost, I personally authored and entered agreements respective to each individual client's needs. I personally developed and perfected the technical techniques and workflows utilized to create and manage these rare productions over the course of an exceptional 13 year career in 3D computer graphics, simulation and product design.

#### **FAIR USE NOTICE:**

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