

# COEN KLÖSTERS

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## Personal

Born 11<sup>th</sup> of December 1984  
Country of Origin Netherlands

## Education

2003 – 2007 akv. Sint Joost, Breda, the Netherlands  
Title Bachelor in Audiovisual Design

2007 – 2008 Bournemouth University, Bournemouth, UK  
Title Master in Digital Effects / Computer Science  
Graduated with Distinction

## Work Experience

2008 – 2009 Side Effects Software Toronto  
Position Intern  
Work Implementing new Grid Based Solver and Simulation management tools for the release of Houdini 10

2009 – 2010 Cinesite London  
Position Technical Director / Developer  
Work Designing pipeline tools, fluid solvers, growth algorithms and more.  
Used in future film releases including:

- Prince of Persia: The Sands of Time
- Clash of the Titans
- Harry Potter and the Deadly Hallows
- Narnia: Voyage of the Dawn Treader
- John Carter of Mars (to be released)

2010-2011

Side Effects Software

Toronto

Position

Developer

Work

- Worked on a more customizable and accommodating data management work-flow bridging the gap between geometry operations and simulation tools. Currently in development for Houdini 12.
- Implemented smart distribution operators (Cluster and Slice nodes) handling large data sets including rendering, caching and simulation operations.
- Implemented new Shelf Tools setting and demonstrating the previously mentioned, creating source objects (from Geometry), data gathering (mining) methods and many more.
- Created custom solvers including a new Vortex Band Pass Filter, Flame Shredding Model, Burn Model, Impact Analysis Solver and many more.
- **Made everything work together.**

### Skills

Programming

- Python

Scripting

- C++
- Vex
- Mel
- Hscript
- Processing

Software

- Sidefx Houdini
- Autodesk Maya
- Nuke
- Shake
- Pftrack
- Many More...

## Tought Classes

- 2009 Sidefx Software, Toronto, Canada  
Masterclass on new features in Houdini 10
- 2009 Bournemouth University, Bournemouth, UK  
Masterclass on Dynamics Architecture in Houdini.
- 2010 University of Seoul, Seoul, South Korea  
Masterclasses on Recursiveness

## About Me

I worked two years as a technical director for a world class post production facility, where I was involved in the development of plug-ins and tools which are currently used for the realisation of complex effects for future film productions. Prior to that I worked as a developer for a software company responsible for an award winning 3d animation application. This application has been adopted by many facilities around the world (including Pixar, Dreamworks, Sony Imageworks and Double Negative) and has been used for creating CG sequences in more than two hundred films, encompassing over 5000 shots. The Academy of Motion Pictures, Arts and Sciences has twice honoured their technology. Last year I returned as a software developer on a special project currently in development, scheduled for release October 2011.

I have given seminars and master-classes around the world, tutoring people on recursive algorithms, solvers and dynamic environments.

Next to the more practical and work related examples, I used to spend a lot of time making installations and various performance orientated tools. Using computers, or a mix of digital and analogue media. But Both forms of expression have always been closely related in everything I tend to do.

REFERENCES AND LETTERS OF RECOMMENDATION:  
AVAILABLE ON REQUEST.