

# DARIN KYOICHI GRANT

## TECHNOLOGY EXECUTIVE

NEW YORK, NY



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DARINKGRANT



## EDUCATION

B.S. Computer Science  
Harvey Mudd College  
1992-1996

## PROFESSIONAL

TECHNOLOGY STRATEGY  
PRODUCT & TEAM VISION  
SOFTWARE DEVELOPMENT  
BUDGET & FORECASTING  
DIGITAL OPERATIONS  
EXTERNAL COMMS  
PATENT PORTFOLION MGMT  
VISUAL EFFECTS  
CG ANIMATION  
VIDEO CONFERENCING  
LIVE STREAMING  
BUSINESS DEVELOPMENT  
VENDOR CONTRACTS

## INTERESTS

MOTION PICTURES  
APPLIED COMPUTER GRAPHICS  
COLLABORATION TECHNOLOGY  
INTERNET OF THINGS

**A**n impassioned executive level technology leader with 20 years of experience developing technology that drives innovation and efficiency within the media and entertainment industry. Proven track record of success in providing technical vision and production alignment to deliver large scale, reliable technologies while maintaining exceptional personnel management in globally dispersed framework. Experienced as both a senior executive responsible for and consultant to all aspects of production of digital content.

## PROFESSIONAL EXPERIENCE

### CHIEF TECHNOLOGY OFFICER

*TouchCast LLC / New York, NY / 2017 - Present*

TouchCast develops applications centered around Smart Video collaboration and communication for Enterprise companies. Responsible for the long-term strategy and day-to-day operations of the entire global technical staff of the company including:

- Software Application Development on iOS, MacOS, and Windows
- Front-end and Back-end Development of Web Apps and Infrastructure
- Digital Operations and Information Security

### TECHNOLOGY AND BUSINESS CONSULTANT

*Self / New York, NY / 2011 - Present*

As a consultant in the Media and Entertainment space, maintain global clients ranging in size from small to enterprise businesses and from digital content producers to software companies. Clients include: Autodesk, Foundry, Fox Studios, Solid Angle SL, Chaos Group. Services include:

- Technical Operations Optimization and Analysis
- Production Workflow and Pipeline Development
- Content Security Strategy and Implementation
- Business Development, Market and Price Analysis
- M&A diligence on both the buy and sell side

### TECHNICAL OPERATIONS MANAGEMENT

*Google / New York, NY / 2014 - 2015*

AV Engineering at Google is responsible for designing, deploying and operating the largest civilian video conferencing infrastructure in the world. Additionally, the team utilizes its expertise to design, deploy, or consult on all AV installations within the company and all IP developed across Google's product areas. Leading this team entails:

- Built a team to develop innovative AV solutions at an enterprise scale.
- Technical, Operations, and Program Management of a team of 60+ members.
- Management of \$50M+ operational budget

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## INDUSTRY SERVICE

Member and Co-Chair Digital Imaging Technology Sub-committee of Scientific and Technical Council of AMPAS

2004 - present

Treasurer, New York Visual Effects Society  
2016 - present

Member, Visual Effects Society  
2003 - present

SIGGRAPH Juror and Program Chair  
2001-2004, 2008, 2011-2012

Member, ACM SIGGRAPH  
1997 - present

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## INDUSTRY PRESENCE

SIGGRAPH Asia 2014, Chair  
Business Symposium  
Q&A with Scott Ross

SIGGRAPH 2013, Speaker, Moderator  
The Digital Production Pipeline

SIGGRAPH 2012, Moderator  
Q&A with Roger Deakins, ASC

SIGGRAPH 2012, Panelist  
High-Frame Rate Cinema with Jon Landau, Dennis Muren, and Doug Trumbull

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## SELECT FILM CREDITS

WHAT DREAMS MAY  
COME

FIGHT CLUB

SHREK 3 & 4

KUNG FU PANDA 1 & 2

MADAGASCAR 2

HOW TO TRAIN YOUR  
DRAGON

## PROFESSIONAL EXPERIENCE (CONTINUED)

### CHIEF TECHNOLOGY OFFICER

*Method Studios / Los Angeles, CA / 2013 - 2014*

As CTO of this visual effects subsidiary of Deluxe Entertainment, oversaw all aspects of technology with a focus on unifying the disparate teams, tools, and workflows that existed at the company's six different offices.

- Vision and roadmap to unify production pipeline, sharing hardware and labor resources globally and delivering key software components to enhance production workflow.
- Migrated studio's technical infrastructure to a common base
- Responsible for maintaining the studio's digital security policies

### CHIEF TECHNOLOGY OFFICER

*Digital Domain / Venice, CA / 2011 - 2012*

As CTO, both at corporate (NYSE: DDMG) and then at remaining West Coast Visual Effects operations, oversaw all aspects of technology.

- Responsible for all aspects of technology with focus on: unification of business, development, and production practices
- Primary contact for all technology matters including all negotiations with third-party software and hardware vendors, industry events, and PR
- Managed studio's intellectual property portfolio including monetization of their 2D-to-3D conversion technology.

### HEAD OF PRODUCTION TECHNOLOGY

*DreamWorks Animation / Glendale and Redwood City, CA / 2006 - 2011*

Established production priorities for purchase, development, and deployment of technology across DWA's studio's multi-national sites while also managing integration and adoption of those new technologies across production.

- Global leadership across production departments, from technical direction and enforcement of best practices, to departmental organization, growth, and talent management.
- Key representative within Visual Effects and Animation Industry providing conference strategy and content management, recruitment of key talent, and identification of relevant trends for integration within studio
- Established new techniques, software, and departments into production pipeline improving look and efficiency of films

### DIRECTOR OF TECHNOLOGY

*Digital Domain / Venice, CA / 1996 - 2015*

Spanning 10 years at this Academy Award Winning Visual Effects Studio, rose through series of positions, which included Software Engineer, Lead Technical Director, Manager of Software and Technical Directors, and finally, Director of Technology (2003-2005).

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REFERENCES AVAILABLE UPON REQUEST