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Systems, Technology, Software Engineering
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Goals

While I enjoy technical challenges at all levels, from architect to programmer, to corporate officer, I particularly enjoy building new organizations and companies where teams of professionals learn and grow while developing top-quality products and services that win in the marketplace.

Experience

Feb 2023 -- June 2025: Software Engineer, Sphere Entertainment
Infrastructure Software Development, Mentoring, Cross-Department Consulting for the Las Vegas Sphere.

Sep 2020 -- January 2023: Senior Software Architect, Digital-Giant.com
Developed a client CMS for browsing, annotating, and reviewing a large image-base for managing the release and update process for the images. Developed Domain-Specific Languages for building production control documents and CMS mockups. Managed a small European Software Development and DevOps team.

Nov 2018 -- Nov 2019: Vice President, Technology, Asteri Holdings, LLC, Shreveport, LA
Transitioned Asteri's set of web-sites and game support microsystems from on-demand to container based ECS clusters. Ported Web acquisitions to same. Directed Technical and Operations staff, reduced operating costs while expanding offerings.

Sep 2015 -- Sep 2018: Director of Web Operations, Zam Network, Los Angeles, CA
Transitioned Zam from a diverse set of platforms to a unified Cloud-based architecture on AWS.

Sep 2013 -- Sep 2015: Senior Pipeline Engineer, Method Studios, Los Angeles, CA
Developed Production Oriented Pipeline tools using an Open Source ORM library for Shotgun.

July 2011 -- July 2013: Data Architect, House of Moves, Los Angeles, CA
House of Moves is a Motion Capture studio that provides primarily to the console game industry. At HoM, I was responsible for developing applications for their production and accounting needs, including project costing, bid building, data import from Motion Capture Sessions, the Primary Order Interface, and integrating payroll, invoicing, and other data from the Shotgun production management system. Also developed daemons, databases, and other applications in both the Windows, Linux, and Web environments.

2003 - 2001: Uptake Studios, Los Angeles, CA
Uptake is a venue for consulting and problem solving for a wide array of services, from 3D Computer Graphics, to Facility Design, to Business Modeling. Clients include Lightiron Digital (Post-Production Facility implementation), Uncharted Territories (2012), Battle Productions (Battle: Los Angeles), Gradient Effects, ASC, Pixomondo, The Creative Cartel, Fionas Tale.

March 2005 -- Nov 2008: Digital Domain, Venice CA
Digital Domain provides cutting edge visual effects for feature films and commercial advertising. After returning to Digital Domain, I held a number of positions, including (in no particular order):
Technical Director, Manager (Systems, Technical Directors, Pipeline Engineering, Technical Services), Director of Engineering.

2001 - 2004: Consultant: Pacific Title Digital, Metawire, Ideaforest.com

At Pacific Title Digital, I developed film restoration tools and infrastructure as a Software Engineer;

At Ideaforest.com I served as the initial CTO as a consultant for a two year period;

At Metawire, I provided network and database monitoring tools and services to their on-lot services.

1998 - 2001: CTO, VP of Production, Intertainer

I came to Intertainer as their second CTO, for their fledgling (pre-launch) Video On Demand service. Based on my previous production experience, I assumed the additional role of VP of Production, which oversaw encoding, vault services, art, production management (producers, editors, copy writing, audio engineering) as well as the CTO role (Systems, non-product software development, and oversight).

Additionally I was responsible for the build-out and construction of Intertainer's first full operating facility.

1995 - 1998: Director of Technology, Digital Domain

In the absence of a CTO position, I filled that role at Digital Domain, which included managing Software Engineering, Motion Capture, Scan/Record Services, Video Engineering, Systems, IT (Corporate Databases), and Vendor Management.

1991 - 1994: Manager of Software Engineering, Pacific Title and Art Studio

Although initially brought on as the first software engineer for Pacific Titles Digital Facility, I had the opportunity to architect the facility, and implement approximately one-third of the software.

This was one of the very first Digital Film Effects facilities in the industry and was notable for its adherence to all high performance systems.

I assumed the title and responsibilities of Software Engineering Manager shortly after joining Pacific Title.

1988 - 1990: member of the Technical Staff, Segue Software
Programmer and Firefighter.

1981 - 1987: Programmer, USC/ISI

Early Internet development;

Systems Support (internal and external);

Software Development;

1979 - 1981: Systems Software Engineering Supervisor, Digital Equipment Corporation
Internal Engineering Systems Development, Support, and Management.

1975 - 1979 (summers and part time): IDR Inc., a division of Reuters

Multiplatform Assembly Language Software Development;

Networking Tools, Computer Graphics Tools, Database Maintenance Tools.

Education

Attended Worcester Polytechnic Institute, Worcester, MA

Computer Science