

# Speaker Bio

## DreamWorks Pictures

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### Lincoln Wallen

**Head of Research and Development, DreamWorks Animation SKG  
DreamWorks Pictures**



Lincoln Wallen is head of research and development for DreamWorks Animation SKG, where he is responsible for the strategic vision, creation and maintenance of DreamWorks CG production platform and software tools. In his role, Lincoln sets the roadmaps and oversees the senior R&D staff for all of the software initiatives at DreamWorks Animation, including the complete re-architecture of their toolset to take advantage of scalable multi-core processing.

Lincoln joined DreamWorks from Electronic Arts (EA), where he was CTO for Online and Mobile services, leading EA's technical approach to online publishing and videogame development for cell phones.

Prior to EA, Lincoln was vice president for Criterion Software Ltd, the most successful games middleware company, which at its peak supplied middleware to 25% of the worlds console game projects. Lincoln Served as CTO for MathEngine plc, one of the first physics simulation middleware companies, targeting games, engineering and visual simulation markets.

Lincoln had a long career as a Professor at Oxford University, researching mathematics and foundational approaches to computer science. He has a degree in Math and Physics from Durham University and a PhD in Artificial Intelligence from Edinburgh University.