

# Colin Kennedy

Pipeline Developer

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Los Angeles

## WORK EXPERIENCE

### Pipeline Lead - The Mill

January 2023-Present

- Led 3D specialist team of seven (3D, Unreal, etc).
- Transitioned Maya pipeline from Python 2 to 3.
- Simplified and sped up existing logging framework.
- Drafted a total pipeline rewrite with production buy-in.
- Put out urgent production fires with great results.

### Pipeline Developer - The Mill

June 2021-2023

- Wrote configurable, defer-load PySide plug-in system to write and publish tools across multi-sites for artists.
- Authored an advanced USD Ar 2.0 resolver and suite of USD APIs for core developers and TDs.
- Ported over 50 tools between package managers.
- Solved studio-wide "Maya anti-virus" issue.
- Made a Jira ticket submitter - Auto-includes reports, tool profiling, scene metrics, anything people on support would need.

### Asset TD - Animal Logic

March 2019-2021

- Built validation framework for USD shots, sets, models, surfaces, and other USD assets that is run over 60,000 times per year.
  - Automated per-department reporting and summaries.
  - Global Kibana "production health" visualizations.
  - Mixed data & discipline validation.
  - Auto-detect issues and generate Shotgun ticket to fix.
- Created and maintained studio's USD Houdini pipeline.
- Wrote optimizer for point-instanced massive USD sets.
- Mentored other TDs, supervisors, artists, and producers on pipeline topics and USD.

## EDUCATION

### Savannah College

BFA – Visual Effects

2014-2016

### Ringling College

BFA – Computer Animation

2011-2013

## SKILLS

Python, C++  
USD  
Git, SVN, Rez, CI  
Qt, PyQt, PySide  
ftrack, Shotgun  
SQL, Kibana  
Rigging, Lighting  
Homemade Hummus

## SOFTWARE

Maya, Houdini, Nuke  
Arnold, RenderMan  
Linux, Windows, Mac

## **Personal Projects**

**2016-2024**

- Author of the USD-Cookbook, one of the most popular USD-related open-source projects on GitHub written in C++ and Python.
- Wrote 3 tree-sitter grammars for USD, objdump, and disassembly.
- Make dozens of Vim/Neovim plugins.

## **Pipeline TD - Crafty Apes**

**August 2018-2019**

- Created a custom Aspera transfer tool using Qt and Pyro.
- Trained the team in Pipeline practices and workflows
- Designed a fast and easy-to-use Shotgun and Rez-based asset pipeline.

## **Pipeline Developer - MPC**

**July 2016-2018**

- Created the studio's core Maya render-submission tool.
- Transitioned the rendering pipeline from V-Ray to Arnold.
- Developed an ftrack-GPU Cache pipeline in Maya.
- Made import/export tools for a new ftrack-Nuke pipeline.
- Added asset-dependency tracking systems all DCCs
- Overhauled the validation system with Pyblish.  
Ensuring quality published assets from freelance and staff.
- Held open on-site support, resolving dozens of tickets a month on top of other responsibilities.