Douglas Zingg — Tools & Pipeline Developer

Production-focused skills matrix for game and VFX studios. Each entry links to a demonstrated project.

Core Programming Languages

Skill / Technology	What I Used It For	Project
Python	Pipeline tools, validation, packaging, automation, reporting	Maya Asset Validator
C#	Game/editor tooling and editor utilities	UE Asset Prep Tool
C++	Systems-level graphics and engine fundamentals	Graphics Project

VFX / Pipeline Tooling

Skill / Technology	What I Used It For	Project
OpenUSD (pxr)	Dependency inspection, packaging, portable asset handoffs	USD Inspector & Packager
ShotGrid / Flow PT	Publish workflows, Version creation, uploads	ShotGrid Mini Publisher
Maya	Scene validation and asset preflight	Maya Asset Validator
3ds Max	Scene cleanup and batch prep	Max Scene Cleaner

Pipeline Patterns

Skill / Technology	What I Used It For	Project
Validation / Preflight	Severity-based checks (ERROR / WARNING / INFO)	Multiple Projects
Packaging & Delivery	Manifest-driven, collision-safe delivery drops	Delivery Packager
Batch Processing	Folder-level scans and summaries	USD Inspector

Portfolio: https://douglaszingg.github.io/zingg-entertainment