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	<link href='https://douglaszingg.github.io
C#	Game/editor tooling and editor utilities	<link href='https://douglaszingg.github.io
C++	Systems-level graphics and engine fundamentals	<link href='https://github.com/DouglasZi

VFX / Pipeline Tooling

Skill / Technology	What I Used It For	Project
OpenUSD (pxr)	Dependency inspection, packaging, portable asset handoff	<link href='https://douglaszingg.github.io
ShotGrid / Flow PT	Publish workflows, Version creation, uploads	<link href='https://douglaszingg.github.io
Maya	Scene validation and asset preflight	<link href='https://douglaszingg.github.io
3ds Max	Scene cleanup and batch prep	<link href='https://douglaszingg.github.io

Pipeline Patterns

Skill / Technology	What I Used It For	Project
Validation / Preflight	Severity-based checks (ERROR / WARNING / INFO)	<link href='https://douglaszingg.github.io
Packaging & Delivery	Manifest-driven, collision-safe delivery drops	<link href='https://douglaszingg.github.io
Batch Processing	Folder-level scans and summaries	<link href='https://douglaszingg.github.io

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