Lucas Brown - Pipeline TD

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SUMMARY

Pipeline TD/Technical artist with experience in full stack Python development, pipeline backend/tools, rigging, Pixar USD, and motion capture for animation and games. Expandable and easily deployable systems are king. Motivated and excited to work with supervisors, artists, and programmers to create a well oiled, easy to use, CG pipeline.

EXPERIENCE

PIPELINE TD - SUNRISE PRODUCTIONS (CONTRACT)   2019-PRESENT

- ➢ Full stack Python developer
  - ○ Lead developer on "NXT" Node eXectuion Tree.
  - ○ Node base, layered, code composition application.
  - ○ Qt UI Framework.
  - ○ RPC/IPC for linear code execution in multiple DCCs.
- ➢ Pipeline backend development
  - ○ CLI tools for asset creation.
  - ○ Python API/entry points for use by front end devs.
- ➢ Interfacing Pixar USD with NXT

RIGGING/TECHNICAL ARTIST - PRETTY SIMPLE GAMES   2017-2019

- ➢ Character, vehicle, and prop rigs for mobile game (mGear/custom tools)
- ➢ Developing motion capture workflows/tools (Xsens/Ikinema)
- ➢ Animation tools
  - ○ FBX exporter, pickers, and various workflow tools

TECHNICAL ARTIST - SVAD PRODUCTIONS (CONTRACT)   2017-2017

- ➢ Rigged creatures for a VR proof of concept.
- ➢ Expanded existing Python and MEL codebase for an in house geometry caching plugin.
- ➢ Refactored legacy code to support newer versions of Maya.

MEDIA PRODUCTION SPECIALIST - SOUTHERN ADVENTIST UNIVERSITY   2013-2016

- ➢ Video editing and CG scene creation for short educational videos.
- ➢ Project management, pre-production, production, post-production for promotional and educational videos.

SKILLS - PREVIOUS ROLES - PROGRAMMING LANGUAGES

- ➢ Maya (PyMel, cmds, OpenMaya)
- ➢ Python
- ➢ Qt Framework
- ➢ Rigging
- ➢ Mocap Retargetting

- ➢ git
- ➢ CG Pipeline
  - ○ dev/planning/maintenance
- ➢ Cross platform development
  - ○ Linux, OSX, Windows
- ➢ pyenv, conda, direnv, pip

EDUCATION

B.S. Effects Animation   2013 - 2017
COLLEGEDALE, TN USA.