

Talha Ahmed

Curriculum Vitae (Resume)

As a Developer, a Technical Artist, and a Technology enthusiast, I bring extensive experience in the development of software and tools in support of CGI productions.

Email: talha.ahmed@gmail.com

Location: Karachi, Pakistan

Cell: +92-300-2674713



TECHNICAL SKILLS

PROGRAMMING

+Python
C/C++, C#,
JS, Lua,
Bash, PowerShell,
Others

DEVELOPMENT

+Agile Dev,
Requirements
Acquisition, Testing,
Documentation

PRODUCTION

TRACKING
+Shotgun, Ftrack,
Tactic,
Others

CGI

+ Maya,
+Nuke,
Deadline,
Houdini, Adobe,
Others

DATABASES

SQL, MongoDB,
ORMs

WEB DEV

Wordpress, Django,
Selenium

ML / AI

Tensorflow,
Keras, OpenCV

OTHER

+Qt, +Git, Rez,
OpenGL, Matlab

GENERAL SKILLS

WRITING

Emphasis on clarity
and conciseness.
Adept at Technical
Reporting.

COMMUNICATION

Smart Inquisitive,
Active Listener,
Soft Spoken,
Agrees to Disagree

SOCIAL

Friendly, Sociable,
Able to work in
diverse teams

LANGUAGES

English (Fluent)
Urdu (Native)
Spanish (Basic)

WORK HISTORY



UNTOLD STUDIOS

London

Pipeline Developer (Contract – Remote)

Oct '23 – May '24

Contributed to Development of a VFX heavy Maya-Houdini-Nuke pipeline.
Improvement of Artist User Experiences in Data ingestion and Review Publishing.
Involved in Requirements analysis and feature negotiation with animations and match move craft heads.



ONE ANIMATION PTE LTD. / MOONBUG

Singapore

Sr Pipeline TD (Contract – Remote)

Sep '22 – Sep '23

R&D role in a highly efficient and lean Maya-Houdini animation pipeline.
Contributed to the areas of Auto Documentation using Sphinx, Character
Costumes Library, Animation Library, Asset Ingestion, and archiving & core Pipeline
Configuration Management with Rez.



PASSION PICTURES LTD.

London

Pipeline Developer (Contract – Remote)

Mar '22 – Sep '22

Development role in a strong, software agnostic & hybrid VFX and Animation
pipeline. Contributed to the areas of Rendering in Arnold, Deep Compositing
workflows involving Arnold and Nuke & integration of Pipeline Tools with Shotgun
using Python API.



SELF EMPLOYMENT



Karachi

Developer / Consultant

May '19 – Jan '21

Consulted with animation studios on their CGI Production Pipeline. Carried out
photography, digital marketing & Web development for *ranai.pk*



ICE ANIMATIONS PVT. LTD.

Karachi

Pipeline Supervisor

July '12 – Jan '19

Trained and managed an agile team for the development of a Maya-Nuke pipeline
for animation and VFX production of Features, TV Shows, TVCs, and educational
content. Contributed heavily to Tool Development, Problem solving and
troubleshooting in production and infrastructure.

Computer Graphics Researcher

Jan '11 – Jun '12

R&D for Tools and Plugins using Python and C++, Implementation of Hair Shader in
Renderman/RSL. Implementation of Tessendorf ocean surface Maya Plugin using
C/C++. Developed tooling for simulation of Spider Webs based on dynamic curves
in Maya.



POST AMAZERS PVT. LTD.

Karachi

Technical Artist / Programmer

Mar '04 – Jun '08

Performed Tasks in Tool Development, Procedural animation, Effects programming,
and Stereoscopy in animation using technical skills and programming in
Renderman, MEL and C/C++. Developed a particle-based crowd system based on
Craig Reynolds' work on autonomous agents.

STUDIES



EM CIMET, EU

Course Work

Aug 2008 - Aug 2010

Color Image devices, capture, and
processing (U of Granada, Spain)
Technologies & Models in Multimedia
Systems (Gjøvik UC, Norway)



IBA, KARACHI

P.G.D. Business Admin.

Aug 2005 - Dec 2007

Financial and Cost Accounting, Economics,
Finance and Management



GIK INSTITUTE, KPK

B.S. Comp Systems Engg.

Aug 1999 - Jun 2003

Algorithms, Software Engineering, Image
and Signals Processing, Computer
Architecture, Databases, Computer
Graphics etc.

CERTIFICATIONS



DeepLearning.ai

Coursera.org

Feb - Apr 2019

Developing, improving, and Training Neural
Networks for Deep Learning, CNNs, RNNs.

PERSONAL TRAITS

Father, Cricket Fan, Life-long Learner, Youtube
Fan, Slow reader, Vimmer

REFERENCES

[Jacob Gonzalez](#) (Untold Studios)

[Heorhi Samushiya](#) (Moonbug)

[Sajjad Amjad](#) (Passion Pictures)

[Mohammad Bilal](#) (ICE Animations)

[Syed Ali Ahsan](#) (Post Amazers)