Michael Aldrich

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With a working knowledge of cg production from end to end, Michael can collaborate with any discipline across a production to produce pipeline solutions that enable everyone to do their best work.

Professional Experience

Pipeline | Pixomondo | March 2021-Present

- Maintain tools supporting 3D departments

- Update/replace existing tools for improved stability and realiability.

- Meet regularly with multi-studio stakeholders working to unify workflows and build long term solutions.

Pipeline TD | Lead NXT Developer | Sunrise Productions | Jan 2020-Dec 2020

- Leading development, integration, and release of standalone pipeline tool nxt

  - Providing reliable builds, timely fixes, and forward compatibility for multiple departments with work in-production.

  - Balancing long term architecture changes against shot term needs.

  - Support of both python 2 and 3 on windows, linux, and macOS

- Collaborating on studio pipeline overhaul built around USD.

Junior Pipeline TD | ReelFX | Jan 2019-Dec 2019

- Maintaining tools and providing artist support across all departments.

- Continuous documentation of studio practices and paradigms.

Unreal Engine Development | SVAD PRODUCTIONS | 2015-2018

- Worked with directors to fully realize a client's concept into interactive experiences.

- Shipped mobile game to Android and iOS.

Freelance Development | 2015-2018

- Worked directly with clients to develop concepts into interactive experiences and tools.

Education

B.S. Effects Animation | Southern Adventist University | 2012-2016

- Led teams in independent projects garnering multiple victories in Epic Games game jams.

High Scool Diploma | Highland Academy | 2008-2012

Tools and Software

- Python
  - PySide/Qt
- Git
- Linux
- Autodesk Maya
- Unreal Engine 5
- Basic C++