Michael Aldrich

michael@aldrich.online | 1.615.448.7089

Pipeline Developer with 6+ years in film and TV, specializing in python-based production systems, CI/CD, and artist-facing workflows.

With more than 10,000 hours of professional pipeline experience, I am a self starter that's always growing. My strong empathy drives a focus on success for customers and clarity for developers. I work with artists and developers from end to end of cg production and focus on clear collaboration across a production.

Work

Pipeline Backend Supervisor | Pixomondo | Dec 2024-Present

- Supervise a small agile team as an active contributing member.
  - Provide long term project planning and communicate with studio leadership.
  - Regular 1:1s to maintain morale and open communication.
  - Lead stand-ups to ensure collaboration and unblocking team members.
  - Remove technical and organizational roadblocks for continual progress.
  - Provide daily code review
- Helpdesk support for running productions.
  - Doing root-cause analysis and deploying fixes to running services.
  - Frequently deploying fixes to production on the same day as reported.
  - Replaying historic events as necessary to ensure correct production results.
- Support for developer teams.
  - Git repository maintenance.
  - Continuous integration and deployment.
  - Compiling, and deploying third-party software into internal systems.
- Developed features and fixes and operated a wide range of services.
  - Kubernetes clusters
  - Custom etl daemons
  - ci/cd pipelines for pipeline code linting, unit testing, and deployment
  - Webhooks deployed in aws lambda
  - Frontend client python apps(gui and cli)
- Focus on increase in reliability and transparency of systems.
  - Exposing grafana dashboards for live service status to customers and collaborators, removing many developer interruptions.
  - Improving error responses and failure modes of services to simplify and often remove real-time support requirements.

Pipeline TD | Pixomondo | March 2021-Dec 2024

- Rebuilt publishing framework across all 3d departments(6 departments, 100+ artists), transitioning from bespoke framework to an open source one(pyblish).
- Meet regularly with multi-studio stakeholders working to unify workflows and build long term solutions.
- Transition 50+ codebases from python 2 to 3.
- Mentor junior and shot TDs on problem solving, programming, and production relationship.
- Code review across pipeline teams.
- Strong cross-disciplinary knowledge

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

- Leading development, integration, and release of standalone pipeline tool [nxt](https://nxt-dev.github.io/)
- Providing reliable builds, timely fixes, and forward compatibility for multiple departments with work in-production.
- Balancing long term architecture changes against short term needs.
- Support of both python 2/3 on Linux, windows, macOS and multiple dcc integrations.
- 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.

Freelance Development | 2015-2018

- Worked directly with clients to develop concepts into interactive experiences and tools.
- Shipped mobile game to Android and iOS.

Education

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

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

Tools and Software

Strongest	Still Learning
Python	SideFx Houdini
Pyside/Qt	Kubernetes
Git	AWS Lambda
Autodesk Maya	C++
Linux	
CI/CD	
Blender	
Unreal Engine 5	
Autodesk Flow(Shotgun)	
Deadline Render Farm	