

Parker Britt

HOUDINI TD · PROGRAMMER · PIPELINE

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Passionate about building tools for artists and learning new technical concepts.

[Tech Reel](#) • [Show Reel](#)

Experience

Houdini TD Internship

London, UK

ELECTRIC THEATRE COLLECTIVE

2023

Created fully procedural models and effects in Houdini, along with pipeline tools, while learning advanced techniques from senior artists and technical directors. Created procedural models and animations on the John Lewis 2023 Christmas advertisement.

Computer Science TA

El Cerrito, CA

TECH FUTURES

2019 - 2020

Tutored students in Python and core CS concepts, breaking down complex topics into simple, accessible explanations. Developed strong communication skills by working closely with both technical and non-technical learners, and supported the instructor with administrative tasks to enhance classroom efficiency.

Projects

Enzo Procedural DCC

[ParkerBritt/enzo](#)

DESIGNER/DEVELOPER - 3D ANIMATION SOFTWARE

2025

Designed and developed Enzo, a 3D animation software application focused on procedural geometry editing in the style of Houdini.

Rebirth Film (Rookies link)

[ParkerBritt/cog](#)

HOUDINI TD/PIPELINE - ROOKIES RUNNER UP FILM

2023 - 2024

- Designed and developed Cog, a shot management and pipeline tool.
- Crafted procedural effects for several shots including the rhino horn growth.

Maya USD Export

[ParkerBritt/maya-usd-export](#)

DESIGNER/DEVELOPER - MAYA SDK TOOL

2025

Designed and developed a standalone Maya plugin for building and exporting USD (Universal Scene Description) files. It also includes a lightweight GUI for convenience and quick integration into tools and workflows.

Skills

Languages

C++, Python, Vex, Bash, Mel, Java, JavaScript, Shading (OSL, GLSL, MaterialX)

Toolsets

Houdini (sdk), USD API, Solaris, Maya (sdk), Linux (RHEL, Debian, Arch), Qt, OpenGL, Nuke

Technical Skills

Containerization, Networking, System Administration, Version Control, Build, Packaging, TDD, Web Development, databases, CI

Additional

Procedural systems, teaching complex technical concepts, in depth understanding of visual effects pipelines and tools

Education

Bournemouth University

Bournemouth, UK

MSC IN COMPUTER ANIMATION AND VISUAL EFFECTS

2024-2025

- Studied a range of computer science and computer graphics concepts including software engineering, pipeline, and rendering.
- Built tools with C++, Python, QT, OpenGL, Houdini and Maya SDKs.

University Of Hertfordshire

Hatfield, UK

BA 3D ANIMATION AND VISUAL EFFECTS - FIRST CLASS

2021 - 2024

Studied a broad range of visual effects concepts and software packages, specializing in procedural technical art in Houdini. Often working collaboratively and autonomously within a team. Crafted procedural effects and pipeline tool sets for my team.