

SREENIVAS ALAPATI

Software Engineer

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PROFILE

With 11 years of experience working as an Artist, Pipeline TD and Developer in the animation and vfx industry, I am currently looking for a Software Engineer role.

SKILLS

Languages: Python, JavaScript, Rust, HTML, CSS, Bash

Frameworks: Flask, React, Electron, Qt

Backend: AWS, Azure, Docker, Ansible

VFX Tools: Maya, Blender, Mari, Nuke, Arnold, Photoshop, Krita, Shotgun

Art: Painting, 3D Modeling & Texturing, 3D Tracking & Matchmove, Lighting

EXPERIENCE



Digital Domain

Core Software Engineer

Tech Stack: Azure, Ansible, Python, Rust, Docker, Linux.

Aug 18 - Current
Hyderabad

- Worked with the international teams to replicate and maintain **services** in India.
- First point of contact for service failures. Wrote Ansible Playbooks & scripts to **automate deployment** tasks.
- Setup and maintained render manager and tooling around it.
- Spearheaded the **cloud** initiative and worked with the Azure team to move **rendering** workloads to cloud.



THE CIRQUS

Lead Pipeline Developer

Tech Stack: AWS, Ansible, Nodejs, Electron, KnockoutJS, Linux.

OCT 14 - JUL 18
Hyderabad
Demo: [link](#) pass: juggler

- Designed and developed **Juggler**, the pipeline at circus which forms the backbone of asset management and production tracking.
- Asset management using publish and subscriptions from DCC applications.
- Designed and developed a web application with knockout js and Bootstrap for production tracking.
- Created a REST API **backend** in node js, hosted on EC2 and uses dynamodb from AWS as database.
- Maintained **render farm** using CGRU and customized it for internal needs.
- Maintain studio infrastructure and automate it using **DevOps** methodologies.
- Worked on a wide **variety of productions** ranging from VFX, Advertisement, Gaming, Ride Films and VR.
- Worked as a consultant with **ThoughtWorks** for **Blender** development.



RHYTHM & HUES

Matchmover / Texture Painter / Pipeline Programmer

Projects: Life Of Pi, RIPD, Seventh Son, Marvel Ride Film...

MAR 11 - SEP 14

Hyderabad

Demo: [link](#) pass: maripipe

Started as a matchmove TD on the movie Life of PI. After working on couple of shows I moved to texturing department and worked on films. During this time, I started writing tools and build pipeline around Mari. Transitioned into the role of pipeline TD and got the texture pipeline deployed across the studio.



SRUSHTI VFX

CG Generalist

JAN 09 - FEB 11

Hyderabad

Responsible for modeling, texturing and lighting on variety of VFX shows. Created workflow for studio to organize the projects and oversaw delivery to the clients.



SEVEN SEAS ENTERTAINMENT

3D Modeling & Texturing Artist

DEC 07 - DEC 08

Hyderabad

Created highly optimized 3D assets to use in mobile games written using J2ME for nokia symbian devices.

COMMUNITY & OPEN SOURCE

- Founded **Hyderabad Blender User Group (Hyd BUG)** and conducts meetups to evangelise Blender, Krita and other open source applications
- Co-founder of **Bonfire VR**, a VR community conducting meetups & workshops to share knowledge on development for VR & AR
- Co-organizer of **Rust Hyderabad** Meetup Group
- Gave a talk on the role of Python in VFX & Animation in PyCon India, 2018
- Early contributor to Mari Extension Pack
- Blender and Vscope addon developer

EDUCATION

- Red Hat certifications (RHCSA & RHCE) (150-135-358)
- Bachelor of Commerce from Acharya Nagarjuna university