

# Sreenivas Alapati

Software Engineer

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[artstation.com/sreenivas](https://artstation.com/sreenivas)

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## Summary

- Over **11** years of experience in VFX and Animation industry
- Developed a multi-functional pipeline **The Juggler** from scratch including asset management and production tracking at The Circus
- Worked as a pipeline TD at **Rhythm & Hues** and built Mari texturing pipeline
- Passionate about art, technology & open source

## Skills

**Technology** Python, Full-Stack Web Dev, PyQt, Electron, AWS, RHCE, Rust, Agile, Ansible

**Software** Maya, Blender, Mari, Arnold, Krita, Nuke

**Art** 3D Modeling, Texturing, 3D Tracking & Matchmove, Lighting, Digital Painting

## Experience

AUG 18 - PRESENT

### Digital Domain - Core Software Engineer

OCT 14 - JUL 18

### The Circus - Lead Pipeline Developer

Projects: Bahubali 2, Attack on Titan, Fly Over Canada, Balloon, LLS, Tiyan, Bot Rods... etc

- Designed and developed **The Juggler**, central framework for pipeline which forms the backbone of asset management and production tracking
- Wrote interfaces for Juggler in Maya and Mari using **PyQt** and Python api
- 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 as database
- Setup and maintained **render farm** using customized open source render manager CGRU
- Apply **DevOps** methodologies to automate studio infrastructure
- Worked on a variety of productions ranging from VFX, Advertisement, Gaming, Ride Films and **VR** experiences
- Worked as a consultant with **ThoughtWorks** for **Blender** plugin development

NOV 13 - SEP 14

## **Rhythm & Hues - Pipeline TD / Texturing Artist**

Projects: The Marvel Experience, Power Of Nature, Formage

- Developed **Mari pipeline** for asset subscription, publish and review
- Contributed to **Mari Extension Pack** used by artists and studios worldwide
- Responsible for creating photo realistic textures in Mari and shading in Maya

JAN 11 - OCT 13

## **Rhythm & Hues - Matchmove TD**

Projects: Life Of Pi, R.I.P.D, Seventh Son

- Responsible for creating photo modeling, stereo camera tracking and matchmove
- Worked on the movie Life Of Pi for which we won an OSCAR for best visual effects
- Wrote a .ched (proprietary in house animation data format) importer and exporter for blender to use it as photomodeling tool

JAN 09 - DEC 10

## **Srushti VFX- CG Generalist**

- Responsible for modeling, texturing and lighting on a variety of vfx shows
- Created a workflow for the studio to organize and execute the projects and oversaw delivery to the clients

DEC 07 - DEC 08

## **Seven Seas Technologies - Modeling & Texturing Artist**

- Responsible for modeling and texturing for symbian mobile games on J2ME platform

## **Community & Open Source**

- Founded **Hyderabad Blender User Group (Hyd BUG)** and conducts meetups to evangelise Blender and Krita
- 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**
- Active contributor to **DAV Foundation**, an open source project building a blockchain based transportation protocol for autonomous vehicles

## **Education**

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