

CHANDRAKANTH SANTHARAM

Pipeline Technical Director

+91-9600247884

chandrakanth.infotech@gmail.com

96/42, Paramakudi Nannu samy Iyer Street, Ammapet, Salem – 636 001, Tamil Nadu State, India

<https://www.linkedin.com/in/chandrakanth-santharam-6b8b3527>

<https://github.com/chandruvfx>

SUMMARY

Experienced pipeline technical director in the Visual Effects industry with an artist background in multiple departments. Adept at rapidly learning new techniques and applications, I bring broad knowledge to address diverse problem spaces. Seeking to contribute to dynamic teams in Software, Visual Effects, and Post-Production, delivering impactful solutions and supporting fellow developers' success. To work as a technical director on VFX/CG films, I really enjoy working in a team, get to meet people from different horizons, while bringing my knowledge to produce great contents

SKILLS

Programming Languages: Python, C++, Linux Shell, MEL, VEX, JavaScript, HTML, CSS

DCC Stacks: Houdini, Maya, Nuke, Autodesk Shotgrid

Technologies: PySide/PyQt, Docker, Git, GitHub

LANGUAGES

English, Hindi, Tamil

EXPERIENCE

Oct 2023 – Till Date
Chennai

Lead Pipeline Consultant

Phantom FX Digital Effects Ltd

- Developing Pipeline for Houdini from scratch to integrate into the existing infrastructure

July 2023 – Oct 2023
Australia

Senior Pipeline TD (Shot Term)

Future Associate

- Houdini ↔ Redshift ↔ Deadline Integration.
- Houdini Flip Book Manager HDA
 - Open-GL text based hud tool supports deadline submissions, make mov's and publish to shotgrid versions. PARMmenu.xml configuration allows artist to dynamically select any sparse parameter and add it as a python channel expression into the text area of the HDA.
- Houdini Custom File cache HDA
 - Extended Houdini native file cache system which facilitates farm submission of bgeos, alembic and vdb's and advanced versioning.
- Dependency File Cache Deadline Submitter
 - An GUI tool facilitates an artist to submit custom file cache HDA's nodes into render farm in a chained order.
- Maya Playblast Manager GUI Tool
 - Hardware 2.0 renderer text based hud tool supports deadline submissions, make movs and publish to shotgrid versions
- Shotgrid Custom Hooks for Houdini publishing
- Documentation of tools and unit testing
- Migrating Py2 inhouse tools to Py3.

April 2022 – April 2023
Malaysia

Senior Pipeline TD (Contract)
Base FX

- Generic Shot Builder:
 - Solely developed a tool ran in various software's to load the all-approved alembic files from various departments like animation, match move, and layout. Conjunction with other core logic modules the tool also determines the level-of-detail precedence, department load precedence and compact display options while importing the physical data inside in the scene context. This ensures an end user not to surf manually for their shot related datas to kick start their task.
- Version Tracker:
 - A DCC agnostic GUI tool helps artist to switch to any published versions on the fly.
- Writing unit test for large scale projects to ensure a bug free deployment.
- Refactoring and updating tool stack based on emerging requirements. Conducting class room demos for artist.
- Interact with other site pipeline team to mitigate the short- and long-term challenges facing by production and creative teams.
- Helping Houdini related issues. Contributing in migrating CG shows to USD based pipeline.

April 2021 – April 2022
Chennai

Lead TD
Future Works

- Written Custom publishing and validation hooks for Shotgrid Tank based apps.
- Shotgrid-AMI for RV manager. Integrated RV based command line tool inside several DCC's. As so, Artists and Co-Leads can able load the multiple rendered files during on-desk dailies.
- Entirely developed Shotgrid consolidation tools for 3dequalizer.
- OpenImageIO infrastructure based docker tools to support various image conversions.
- Solely, Written SGTK based bulk publisher for Data-IO team to Reduce the time consumption on ingesting the client data to the Shotgrid.
- Developed cron based services which collect all the working hours data of each artist from each department using shotgun-api and send automated mail to production team.

Mar 2017 – April 2020
Bangalore

Senior Pipeline TD
Mr.X , Technicolor

- Auto Shot Renderer - PyQt based standalone tool executed from each shot, which collect published data's like camera, set, prop, from shotgun, generate a houdini file network with cached bgeo's and submit to the render farm.
- Nuke Tools – Made Auto Composition tools that helps Lighting and FX department to mimic manual stuff.
- Dailies submission tool – Published renders and play blast image sequence from dcc packages to dailies review.
- Packaging Tool – Collaborated with colleague TD's and supervisors to develop general purpose tool, which bulk-packages the outsourcing task files to outside vendors and deprecate the receiving package for pipeline ingestion.
- Houdini-MM-Renderer – A GUI tool exports camera and meshes of a shot from 3dequalizer into alembic. The exported alembic files loaded inside hython generated hip file and submitted to tractor render farm to produce multiple wireframe renders for internal review.
- Contributed in rewriting FEV 2D Department MPC tools for Mr.X pipeline.
- Tested show wise tools with onsite TD's and make it up and running in inhouse.
- Regularly Mentored and trained new joiners on pipeline Tools.

July 2016 – Sep 2016
Australia

Houdini TD (Short Term), Cutting Edge VFX

- Creating Dust, Debris, Clouds and Volumetrics using Houdini

Sep 2015 – Jul 2016
Hyderabad

Freelance Pipeline TD, The Circus

- Core folder structuring, FX Asset Publishes and Maya-Houdini Bridging tools

Jan 2015 – Aug 2015
Hyderabad

Houdini TD, Makuta VFX

- CG Water Falls, Smoke, Mist, Embers, Fire Simulations

Feb 2013 – Aug 2014
Mumbai

Houdini FX TD, Prana Studios

- Fire and Smoke simulations. Houdini – Linux Migrations

Jan 2011 – Dec 2012
Pune

FX Technical Artist, Anibrain Studios

- Various FX Elements using Maya Dynamics

EDUCATION

2005 – 2009 B.Tech – Information Technology, Affiliated to Anna University, Chennai, India