Alua Abdikakhar

Technical Artist
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SUMMARY

Technical Artist with a focus on developing tools and automating workflows in Maya, Unreal Engine, and Houdini. Proficient in Python and C++, with experience creating custom plugins and improving pipeline efficiency. Passionate about optimizing artist workflows and balancing artistic needs with technical performance

WORK EXPERIENCE

Technical Supervisor - Pilot animated series *Mar, 2024 - Pres*
- Developed tools and scripts to solve workflow issues and improve pipeline efficiency.
- Managed rigging tasks and created character rigs to support animation production.
- Automated asset workflows using custom scripts and open-source plugins.
- Debugged performance-critical code to ensure compatibility across various software environments.

Character Rigger - New York Film Academy, Burbank, CA *June - Dec, 2023*
- Assisted classmates with rendering and rigging technical issues, fostering problem-solving skills

Rigging Artist & Character SetUp - INK Company, Almaty, Kazakhstan *May - Aug, 2022*
- Developed tools to support rigging efficiency, optimizing the pipeline for fast iterations

PROJECTS

Previz Helper *Jul - Sep, 2024*
- Integrated a custom plugin into the open-source Pyblish framework with a user-friendly UI using PyQt
- Developed features for previz or layout artists to playblast from specific cameras or combine all camera views into a single video using the FFmpeg Python module
- Gained experience in developing custom plugins and automating workflows, which improved my proficiency in Pyblish, Python wrappers and PyQt

Procedural City Generation *Jun - Aug, 2024*
- Wrote VEX scripts in Houdini to automate cityscape creation, controlling various environmental factors and lighting
- Saved significant time on manual modeling, optimizing workflows for faster iteration of design concepts

Rigging AutoTool *Mar - May, 2024*
- Created an auto-rigging tool within Autodesk Maya based on HumanIK, enabling easier skeleton creation and control customization
- The system stored control changes in a JSON file, providing flexibility for future adjustments and improving rigging efficiency

Classic Games: Snake, Subway Surface *Feb - Apr, 2020*
- Developed a 2D Snake game and a 3D Subway Surfers-style endless runner using C# in Unity
- Implemented core gameplay mechanics such as player movement, obstacle spawning, and scoring systems for both 2D and 3D environments
- Utilized Unity's 3D engine and scripting workflows to handle game physics, object-oriented programming, and real-time rendering for interactive gameplay

SOFTWARE

- **Software:** Autodesk Maya, ZBrush, Houdini, Unreal Engine 5, Unity, Nuke
- **Scripting:** Python (PySide, PyQt, OpenMaya), C++, Blueprints
- **Rendering:** Arnold, VRay, Mantra
- **Automation:** Pyblish Framework, VEX, Python scripting, JSON handling
- **Others:** Visual Studio Code, GitHub

EDUCATION

New York Film Academy, *M.F.A in Animation and VFX* | Burbank, CA *Aug, 2022 - Dec, 2023*
- **Relevant Coursework**: Python, Animation Pipeline, Rigging, Previs

Kazakh-British Technical University, *B.S in Computer Science*| Almaty, Kazakhstan *Aug, 2018 - Jul, 2022*
- **Relevant Coursework**: OOP, 3D Math, Data Structures and Algorithms, Game Development, Linear Algebra