

LEE GEERTSEN

PIPELINE DEVELOPER

GET IN TOUCH



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@lgeertsen



lgeertsen

PROFESSIONAL EXPERIENCE

Junior Pipeline Developer

October 2020 - Present | Cinesite | London, United Kingdom
London domain lead for FX & CFX since August 2021
Development of the Houdini pipeline for the fx department.
Creation of automation tools for CFX on Maya and Houdini.
Integration of UE4 into the Cinesite pipeline.

Pipeline TD | Developer

June 2020 - September 2020 | ArtFx, Montpellier | France
Developing the school's production pipeline & working on tools for the school's administration

R&D Intern

July 2019 - September 2019 | Mikros Images | Paris, France
Worked on the desktop application Meshroom for the open source photogrammetry software Alicevision. Added threading for computing tasks, redesigned the graph editor & installed an Opencue renderfarm.

EXPERIENCE

Pulsar | Open source pipeline tool

Used for the short films of ArtFx of 2020

MagnetAR | AR driven camera animation

Tool to animate cameras in 3D software (Maya, Houdini, Blender) with the use of AR on a mobile phone

Tractor | Render farm

Deployed Tractor at ArtFx to render the short films of ArtFx of 2020. Created custom submitters for Houdini, Maya & Nuke

EDUCATION

Master VFX & Game Programming

2018 - 2020 | ArtFx | Montpellier, France

Bachelor Computer Science

2015 - 2018 | University of Montpellier | Montpellier, France

1st Year Bachelor Applied Mathematics & Physics

2014 - 2015 | University of Montpellier | Montpellier, France

Scientific baccalauréat diploma with specialization in engineering and mathematics

2012 - 2014 | High School Joseph Vallot | Lodève, France

SKILLS

- Python, QML, Javascript, React, C++, C#, SQL, NoSQL
- Houdini, Maya, Nuke, Clarisse, Unity, UE
- Linux, Windows

LANGUAGES

Dutch: Native
English: Fluent
French: Fluent

HOBBIES

Snowboard, DJ, Mixology