

# Michael Chang

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#: (408)-480-6649

Looking for work primarily in pipeline or tools for post/pre-production. Open to opportunities in other similar fields. Available for remote, hybrid or onsite positions.

## Experience

August 2021 – June 2023

### **Pipeline TD** *Company 3 / Method Inc*

Worked on developing and testing VFX delivery tools (primarily Nuke) for multiple different client projects.

Assisted artists and managers with deliveries and render farm troubleshooting.

Tools were made with internal workflow processes (Python), and integrated into internal show shot organization software for artist use.

July 2021 – October 2021

### **Freelance** *Zoetic Media LLC*

Contracted to create VFX for Unreal Engine short film *Mano*. Created particle simulations in Unreal, with additional particle sims made in Houdini as well. All sequenced into the film timeline in Unreal.

April 2019 - October 2019

### **Assistant TD** *Alchemic LTD*

Created pipeline tools and scripts for lighters and compositors. Tools to automate sending lighting scenes and comps to a 3rd party render farm through the cloud, as well as taking finished renders and automatically publishing them to a cloud-based dailies review system. Lit scenes for a music video with realistic digital human models of band members of ABBA. Created slap comps for quick daily reviews and checking latest renders.

## Education

Sept 2014 - Jun 2018

**Computer Graphics  
Technology, B.S**

Purdue University

## Skills

- Python
- UE5 / Unity / Godot
- Maya
- Nuke
- Houdini / VEX
- Blender
- Adobe Suite
- Fusion 360
- USD
- C

## Interests

Linux  
3D Printing / Tooling  
Virtual / Augmented Reality  
Lua Scripting  
Practical Effects  
Prop Making  
Stop Motion

## Contact

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