Contact

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(LinkedIn)
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(Personal)
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(Portfolio)

Top Skills

Software Development

Test Driven Development

Python

Languages

English (Native or Bilingual)

Hindi (Native or Bilingual)

Telugu (Native or Bilingual)

Honors-Awards

Merit Scholarship

SPOT award for excellence

The Star Award

Panel speaker on "how to buy right
pipeline tools for your pipeline"
session

Narendra Kumar Vadapalli

Software Engineer at a startup helping autonomous vehicles
perceive world better
Canada

Summary

LEARNING is what I thrive on. I try to learn something new
everyday. I am very passionate, committed and dedicated about
what I do. Highly interested in the field of Computer Graphics,
currently pursuing my career in the next generation technology
of enabling autonomy as a Software Engineer contributing to
building a Pipeline around internal systems at Parallel Domain. My
typical duties involve development of the components that form
the connective tissue of various systems used at the company.
Communication skills and interaction with people plays a very crucial
role in my day to day job.

Some (not all) of my specialities include:

- Graphics Software Packages: Maya, HOUDINI, Katana,
Photoshop, Adobe Premier, Adobe After Effects, Unity 3D,
- Graphics Programming: C++, OpenGL
- DCC Application APIs: MEL, MayaPy, Houdini API, Guerilla
(Lighting Tool)
- Pandas, Matplotlib
- Version Control Systems: git, Perforce, ClearCase, SVN
- Application programming: C, C++
- Platforms: Windows, Linux

Interested in learning/working with following technologies:
Data Science
Web Development
UX Design

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Experience

Parallel Domain
Software Engineer

February 2020 - Present (9 months)
Vancouver, Canada Area

- Building Pipeline(s) around different individual sub workflows that act as a connecting tissue between the stream of data from end to end
- Developing new scripts/code for accommodating the deliveries as necessary by the clients
- Identifying the pain points and bottlenecks in the Pipeline and optimizing/ fixing them by developing/refactoring the existing code infrastructure

Few projects involve
- Full stack development of the internal web dashboard using, Python flask as backend and React Frontend app with deployment on GCP
- Internal dataset validators, dataset converter written in Python
- Implementing Python workflows in the company

Bardel Entertainment
Senior Pipeline Technical Director
July 2018 - February 2020 (1 year 8 months)
Vancouver, Canada Area

- Design and Development of new workflows in the Pipeline to match the so far developed software components in the pipeline. This involves creation of new schema for the packages to be published/versioned as well as all the workflows that has to interact with the new content version control system
- Adding Tests, Refactoring the legacy code to bring it to certain level of stability with a CI/CD built around the legacy code using JenkinsCI, Docker, helm and RedHat Openshift
- Member of the core Pipeline Team, contributing to the Design and Development of next generation Software Components in the pipeline, such as custom schema based version control system for data/assets in the Pipeline.
- Involved in the process from very early on in defining the Pipeline to be used on any kind of production, High End Episodic / Low-High End Feature Film with main goals of the Pipeline to be Stable, Scalable and Multi-site
- Dynamic web app written in python flask and socketio as an interface between ShotGun and Production Pipeline (Render farm submitter with status updates on submission)

ON Animation Studio Montreal
Lead Pipeline Technical Director
October 2017 - June 2018 (9 months)
Montreal, Canada Area

- Supervising the Pipeline Team and Render/Data Wrangling team at the Studio
- Overseeing the Pipeline needs across all the departments in the studio
- Developing the Core Pipeline Modules to be used across the studio
- Front end departments (Previz/Layout/Animation) Toolchain development
- Pipeline development from scratch for FX department
- Pipeline development for Comp and Lighting departments
- Developed Batch Rendering system using Guerilla Renderer with Data analytics in place for better prediction of rendering times and also for future estimation

Animal Logic
Pipeline Technical Director for Lighting Department
January 2016 - July 2017 (1 year 7 months)
Sydney, Australia

Pipeline to report the render statistics which in turn helps in estimation and optimization of shots. Developing tools for the Lighting department which helps in the efficiency of Artist's workflow. Debugging the Lighting Pipeline issues and fixing them. Pipeline for automation of projecting live action plates on to the lidar geo and the imagePlanes for Peter Rabbit VFX feature.

DreamWorks Animation
3 years 11 months

Department Technical Director for FX
July 2013 - December 2015 (2 years 6 months)
Bengaluru Area, India

Worked as a Department Technical Director for FX for the features "Penguins of Madagascar", "Kung Fu Panda 3", "Boss Baby". Day to day duties involve the development of Pipeline tools for FX artists. Debugging issues related to Pipeline flow as well as HOUDINI. Knowing the dependencies with immediate departments Lighting and Animation/Character Effects/Crowds.

Department Technical Director for Animation
February 2012 - December 2013 (1 year 11 months)
Bengaluru Area, India

Worked on CG Animation feature films like Mr. Peabody and Sherman as an Animation Technical Director. Typical duties involves Animation pipeline maintenance, upgrading/creating new features in the pipeline, Writing scripts, Helping out artists in debugging on the production issues. Past projects include

DreamWorks Dragons Riders of Berk, the TV series for Cartoon Network (Episodes: 2,4,10 and 12)

University of Pennsylvania
1 year 4 months

Graduate Student in Computer Graphics and Game Technology
September 2010 - December 2011 (1 year 4 months)

This is my dream come true. Getting admitted in to UPenn in Computer Graphics and Game Technology is my gateway to Graphics industry. I learned the concepts of Computer Graphics in first semester (Thanks to Dr.Norm Badler and Dr.Stephen Lane). Created scene graphs, Volumetric rendering of clouds, Motion Capture, worked with motion builder. "under the hood" technology in Computer Animtion. Learned to develop 3D models in Maya (Thanks to Scott White). In the second semester I worked on Physically based animation (Jello cube, smoke simulations, Rigid Body SImulations, Thanks to Joe Kider). Advanced Topics in Computer Graphics made me go through a lot and lot of SIGGRAPH papers, which provided insight in to the happenings in the industry. Computer Animation in Fine Arts is a fun way learning about "movement", principles of animation and applying them to a 10 sec-20 sec short films. Final semester was to develop a game from scratch in Unity 3D game engine through a series of small game development tasks along with

Student Member
September 2010 - March 2011 (7 months)

Active member of the SIGGRAPH student chapter of University of Pennsylvania

EA SPORTS
CG Software Engineer - Summer Intern
May 2011 - August 2011 (4 months)

Graphics Solutions, Internal Tools and Pipelines for Core Football Graphics Team

Samsung India Software Operations
Lead Software Engineer
September 2007 - July 2010 (2 years 11 months)

Worked in Embedded software team which develops CDMA mobile applications for USA Tier-2 CDMA carriers. Responsible for the development and maintainance of MP3 Player application front end. Performed several IOTs in messaging and browser modules.

Motorola India Pvt Ltd, Bangalore
Software Engineer
May 2006 - September 2007 (1 year 5 months)

Responsible for the performance and bug fixing of the BREW PEK module.
Validation and fixing of all the BREW APIs as per the carrier specific
requirements and device data sheet submitted to Qualcomm (CDMA mobile
phones).

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Education

University of Pennsylvania
Masters, Computer Graphics and Game Technology · (2010 - 2012)

National Institute of Technology Warangal
B.Tech, Electronics and Communication Engineering · (2002 - 2006)