



# Nick Pope



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I am currently looking for Consulting, Full-Time, Part-Time, or Contract/Project Based opportunities. I have a strong background in Software Development and Architecture with a passion for the whole design process culminating in beautiful, accessible, and functionally human-centric solutions.

I also strive to be a [T shaped generalist](#) who has a broad understanding of most fields and a specific skill-set for Information, Communication Systems. I've loved my time in VFX and would be happy working in that sector, but I also want to diversify by leaning into impactful industries and organisations.

 Laid Off : 2025/03/04 - Present

Location:  Australia

Seeking: Remote, Hybrid in Australia

## Opportunity Fisherman @ Indie Contractor

The Technicolor Closure came suddenly and without warning. I am now in full-time job hunting mode in addition to my unofficial (but totally should be official) role of Mom-Dad. I've had to learn how to multitask, schedule a day of job hunting, cleaning, laundry and trying not to forget to get the dinner ready in time!

Please reach out if my work history and skills are a good fit for your business, organisation, needs.

Skills: \* Static Web Dev

\* GitHub Pages

\* Jekyll

\* RDF

 Promoted : 2023/05/01 - 2025/03/04

Location:  Australia

Parent Cmpy: Technicolor Group

Department : R&D Software

## Software Architect @ The Moving Picture Company

Worked on product [strategies](#) for a major Pipeline overhaul; we aimed to change from a static world-view to a more dynamically resolved loading paradigm. Refactored a flagship product and reduced the codebase by 5 thousand lines.

While the project was running we had a few changes in Head of Pipeline. While this led to a few jarring pivots, I was lent on the most to keep the project continuity going. One of my favorite parts was doing the [Product Analysis and User Stories](#). It required a lot of effort to locate, understand, and compile the workflows for certain tools but was well worth it as it showed that most people didn't have the full picture.

Skills: \* System/General Design

\* System Descaling

\* Strategy

\* DevOps

 Merger : 2022/01/01 - 2023/05/01

### Lead Software Developer @ The Moving Picture Company

Helped stand up the MPC pipeline in Adelaide and find short term solutions to provide access to tools for a running show. Wrote a testing plan and helped a rag-tag group of Junior Devs provide end-user testing and feedback to teams in order to expedite a stable deployment of the MPC pipe.

The change management involved in the process showed just how important short, concise and clear technical documentation is needed. My work on Q&A pages proved crucial to help the artists get accustomed to the new Pipeline and its workflows.

Location:  Australia

Parent Cmpy: Technicolor Group

Department: Core Engineering

Skills: \* Kubernetes

\* Ansible

\* Training

\* System Testing

\* DevOps

 Merger : 2020/01/01 - 2022/01/01

### Lead Software Developer @ Mr. X

Retrofit the devops workflows for software deployment to improve workflows and improve system reliability. Helped address (massive) gaps in documentation which lead to Semantic Web research.

A lot of the research I did revolved around data integration and warehousing. I was able to pull Shotgrid and MPC AMS data into a plain text RDF and load into Dgraph to enable GraphQL querying from a native database. The extensibility of the platform showed volumes when I could also index the Mr X codebase and do regex search across the whole stack within milliseconds.

Location :  Australia

Parent Cmpy: Technicolor Group

Department: R&D Software


Skills: \* Semantic Web (RDF)

\* DGraph (Graph DBs)

\* Data Visualization

\* Knowledge Base

\* Technical Writing

 Startup /  Relocated : 2018/12/01 - 2020/01/01

### Lead Software Developer @ Mill Film

I lead a team of 8+ developers to create a modern production pipeline from Core Components of the MPC pipeline. I coordinated with MPC teams from around the world to aid in the development of shared components. This helped ensure the delivery of the 3 concurrent shows booked for our first year of operation. I had to wear many hats in this role including Product Management.

I leveraged Confluence based Automation to capture User Needs and then wrote some connecting code to manage our Jira backlogs. Prioritization was key, but ensuring artists and Supervisors felt they were being heard was even more crucial. Most stories didn't get actioned, but many got put on the shelf and that was often enough to keep most people happy.

Location :  Australia

Parent Cmpy: Technicolor Group

Department: R&D Software

Skills: \* Async Tasking

\* Global Coordination

\* Product Design

\* Product Management

\* Software Management

 Promoted : 2016/09/01 - 2017/03/01

### Lead Software Developer @ The Moving Picture Company

Lead a team of 6 working on high-scale show support and dev. The site's 1,200 artists worked on as many as 15 concurrent shows in collaboration with other 3 MPC sites and external VFX vendors.

I developed a templated automation strategy to ingest over 300 assets for Ghost in the Shell. It was later adopted for ingesting previs for Godzilla and then megascans assets for Jumanji. We also did extensive work on scattering workflows leveraging a combination of USD point instancers and Alembic point clouds for rapid scatter update rendering.

Location :  Australia

Parent Cmpy: Technicolor Group

Department: R&D Software

Skills: \* DevOps  
\* Leadership  
\* Agile/Scrum  
\* Jupyter/Pandas

 Promoted /  Relocated : 2016/09/01 - 2017/03/01

### Senior Software Developer @ The Moving Picture Company

I moved to Montreal to take a Senior position and lead a show-specific development team. I loved providing mentoring for junior members of the Team and building relationships with the CG Supervisors on the many, many shows done concurrently in that site.

Location :  Montreal

Parent Cmpy: Technicolor Group

Department: R&D Software

Skills: \* High-Scale Production  
\* Leadership  
\* Stakeholder Trust  
\* DevOps

 Hired /  Relocated : 2014/09/01 - 2016/09/01

### Software Developer @ The Moving Picture Company

I joined the Pipeline Team (Go team Spirits, woo!) to work on the Academy Award winning film: The Jungle Book. We worked like hell to help artists get massive environments down to lighting by whatever means necessary. My work was focused on the intersection between Scene Description and Asset Version updates which attempted to propagate good data and withhold bad data from moving down the Pipeline.

Location :  London

Parent Cmpy: Technicolor Group

Department: R&D Software

Skills: \* Qt  
\* Python  
\* Team Building  
\* Asset Management Systems

 Graduated : 2009/08/01 - 2014/07/01

### Student @ Brigham Young University

Major:  Computer Science

Minor:  Film Theory and Practice

Emphasis:  Animation

Location:  USA

I joined BYU to become an artist with my head in the sky and my feet on the ground. I then learned to wield my creativity and design experience for a more widely applicable domain of Software Development.

**Skills:** \* Programming  
\* Film Production  
\* Film Theory  
\* Motion Graphics

 Hired : 2011/07/01 - 2014/09/01

Location :  USA

## **Pipeline Developer @ Motion Pictures Company**

Developed the full production pipeline from the vision of our CG Supervisor. We scaled up an order of magnitude from 3 artists to 30 and needed additional tracking and organization of tasks and creative works.

**Skills:** \* MacOS App Development  
\* Python  
\* NoSQL Databases  
\* MongoDB  
\* Asset Management Systems