





Name		Email	Phone	Profile
Links				
Nick Pope	nickkpope@gmail.com	+61 (0) 451 284 997	    	
Work Log (desc)				
Date	Event	Attributes	Skills Acquired	
> 2023/05	Promoted	Role: Software Arch.	* Politicking	
		Company: Technicolor Creative Stds	* Ontology Development	
Notes: Explain, update, and design the software architecture of the production pipeline for the TCS studios.				
> 2022/01	Merger	Brand: MPC	* Kubernetes	
		Dept: Core Eng.	* Training / Testing	
Notes: Help stand up the MPC pipeline and facilitate the transition of staff from the MrX Pipeline.				
> 2020/06	Merger	Brand: Mr.X	* Devops	
		Notes: Retrofit the devops workflows for software deployment to improve	* Semantic Web	
		feature films workflows and improve system reliability.	* Functional Progming	
> 2018/12	Startup	Brand: Mill Film	* Crisis Mgmt/Support	
		Location: 🇦🇺 Adelaide	* Multi-tasking	
Notes: Lead a team of 8+ to create a modern production pipeline. Worked with MPC teams to coordinate the development of shared components whilst ensuring delivery of the 3 concurrent shows in our first year.				
> 2017/03	Promoted	Role: Lead Soft. Dev.	* Leadership / Agile	
		Company: Technicolor	* Software Design	
Notes: Lead a team of 6 working on high-scale show support and development. 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.				
> 2016/09	Promoted	Role: Senior Soft. Dev.	* Software Design	
		Location: 🇨🇦 Montreal	* High-Scale Production	

Notes: Worked as the only senior in Montreal to provide mentoring for junior members of the team.

[continued]

> 2014/09	Hired	Role: Software Dev.	* Linux-Tcsh/Bash
		Location:  London	* Python
		Company: MPC	* Qt

Notes: Joined the pipeline team to work on the Academy Award winning film: The Jungle Book.

> 2014/06	Graduated	Degree: Bachelors of Computer Science
		Uni:  Brigham Young University
		Minor:  Film Theory and Practice Emphasis:  Animation

Notes: 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 on software application development.

> 2011/04	Hired	Role: Pipeline Lead	* MacOS Development
		Company: MPS	* * NoSQL Databases

Notes: Developed the full production pipeline scaling up an order of magnitude from 3 artists to 30.