Poolinat Satthaporn

pramay1859@gmail.com | (+66)843225545 | https://www.linkedin.com/in/poolinat-satthaporn

Summary

Passion and Energize from 4 years of experience working in the CG animation industry I have been organizing work and focusing on making quality develop at an international level, being capable of communicating and resolving problems, as well as having a genuine lifelong learning interest.

Achievement

Pipeline software engineer

- Responsibility for the entire 3D pipeline maintaining pipeline core and Bitbucket repository, and supervising junior work.
- In the upcoming project, take care of the system and environment and workflow assets to composite, publish to the database, and shotgrid
- Maintenance and modify have been made new setdress system about.transformation matrix and evaluate how each department is being use (make same as universal scene description system) this system allows working in animation to be more flexible and can be used in DCC software have use in real production development in Project Warhammer in Unreal.
- Stop the Maya script job virus from spreading and clean up all Linux servers.
- Admin sync data server with Aspera with IT team between 2 studios across countries set up publish system Internal and External site including sync database of shotgrid as well.
- Create trigger system on shotgrid server and notification on slack for production team tracking data and review media publish.
- Integrate Goble Pipeline into the organization by review, add, and modify because of the insufficient goble pipeline. I added pipeline and workspace for Asset Animation, FX, Render Farm, and Composite, fixed FTP to be usable, and reported technical issues.
- Be the admin and viewer of Gitlab to merge into the organization.integrate into the company, coordinating two global pipelines between 2 global pipelines.
- Perform feature requests from CG supervisor and TD team to create systems and tools, including technical support and debugging.
- Priority pool pre-post job automation is handled by the same render wrangler.
- From the beginning to the third pipeline I have assisted to take care and design the pipeline and understand the DCC suite accordingly.
- Tasked with improving a system that wasn't there in the previous system when a new project and pipeline system were implemented, the company was given an assignment to complete in between the combination of animation and capturing images starting from system ingest the work file from the customer automation workflow filter asset footage and camera system from different software to suit in the studio.Then create a build system for work file into the workspace so that the artist can begin working. In the meantime, modify the system to support new shading and make the new environment usable include a proxy shader to be able to work with assets and animation.I have to work on xgen that needs to add a new submission system for other departments to submit jobs to farm nodes so I have setup a license and environment including cloud rendering, to be sent outside of the company.

SKILL

- Python MEL Script Linux Bash Command Line SQL Git
- Shotgrid Pyside PyQt Autodesk Maya Foundry Nuke Unreal engine Thinkbox Deadline Slack PostgreSQL Flask Dash Plotly Adobe After Effects
- Agile Scrum Atlassian Bitbucket DCC Ticket system CI/CD Administration Leadership Problem Solving Database design

EDUCATION

- Silpakorn University Thailand