VINEET VIJAYKUMAR
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Always looking to step out of my comfort zone and try something new in the VFX, Gaming, and Animation Industries

EXPERIENCE

COSA VFX , North Hollywood, CA
Technical Director, January 2019-February 2020

- Wrote tools for specific shows and to improve artist workflow

- Researched and Implemented new techniques to improve the CoSA Pipeline

- Refactored and added features to tool that consolidates a Maya scene and brings all the external paths outside of the Maya project structure for the shot o a single directory and then re-paths the Maya scene to point to the new paths in the new directory

- Developed a Prop Rigger that artists and supervisors can use to automatically rig simple props

- Developed a Tool that automatically sets up an artist's shot for lighting, saving them time from doing this multiple times a day

- Developed a script that will automatically generate a basic Ribbon Setup for the Rigging team

- Refactored and rewrote tool to export animation using baked keys or anim curves and import the animation back into an identical rig.

- Rigged Assets On Shows

METHOD STUDIOS , Los Angeles, CA
Creature Pipeline TD (Jr.), October 2017-November 2018

- Added support for new component system of rigging in Prop Rigging tool

- Developed automatic mocap level of detail workflow

- Added various features for internal rigging email tool

- Day to Day tasks include fixing any bugs that come up in the code base, and add new features to our toolset to increase automation and improve artist quality of life

METHOD STUDIOS , Los Angeles, CA
Assistant Pipeline TD, July 2016– October 2017

- Shows supported include **Spiderman Homecoming, Target Commercials,** and more

- Worked with VFX Supervisor and production to establish pipeline needs for the show

- Added features to Animation QC render tool, Scene Management tool, and Model Publishing tool

- Day to day show support tasks, which include updating packages, creating config files, troubleshooting failed renders, and debugging problematic Maya scenes

PROJECT X FILMS (TROUBLE BREWING) COGSWELL COLLEGE, San Jose, CA
Lighting Rendering/ Compositing Artist, June 2015 – May 2016

- Responsible for lighting and rendering shots, which include characters and environments, then compositing them together in Nuke

- Secondary duties included simulating cloth on characters for various shots

COGSWELL COLLEGE, San Jose, CA
STUDENT TUTOR, August 2014-May-2016

- Tutored students in various math courses, as well as Introduction to Rigging so that they can receive better grades in classes.

EDUCATION

Cogswell College, San Jose, CA

- Bachelor of Science Digital Arts Engineering (Cum Laude) - Cogswell College **Aug 2013 – Aug 2016**

SKILLS AND SOFTWARE

Python/PyMel Scripting, Maya, Rigging, C/C++ experience, Nuke, VRay, Git, Jira, Confluence, Bitbucket, Shotgun, Rez