Alejandro Cabrera – Pipeline TD & Software developer

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Pipeline TD and tools developer with 10+ years in VFX and feature animation. I build Python tools, HDAs, and cross-DCC workflows that production teams depend on daily.

Experienced across the full pipeline from rigging and CFX to asset management and USD workflows. Currently exploring Rust development for VFX and workflows.

TECHNICAL SKILLS

Languages: Python, C++, Rust (basic), Bash, MEL
DCC & Pipeline: Maya, Houdini, Blender, Nuke, ShotGrid, Deadline
Frameworks & Libraries: PySide/Qt, OpenMaya, USD
Tools & Infrastructure: Git, Rez, CI/CD, Docker, Terraform, Github actions.

Pipeline TD   [April 2022 – August 2025]

GHOST VFX, Ontario, Canada (full time)

- Built a PySide2 asset/template browser used daily by 40+ artists across departments, cutting shot setup time and reducing file-path errors.
- Designed and shipped a cross-DCC camera rerack tool (Maya, Houdini, Nuke) that let compositors modify and push changes with camera fidelity.
- Created Houdini HDAs for different departments that replaced several manual steps with simpler to use setups, adopted across the team within weeks.
- Implemented and maintained USD/Solaris tooling in production, including schema authoring helpers and stage inspection utilities for Maya and Houdini.
- Managed Git repositories and contributed to the studio's CI/CD pipeline, improving deploy reliability and reducing broken-build incidents.
- Ran R&D spikes on emerging tech (USD best practices, Rez packaging, PySide6 migration) and translated findings into production-ready tools.

CG Tools TD   [October 2021 – April 2022]

MARZ VFX, Ontario, Canada (full time)

- Refactored core pipeline modules in Python and C++, improving stability and reducing artist-facing bugs in daily workflows.
- Developed ShotGrid integrations and custom Deadline farm plugins that streamlined job submission for the CG team.
- Built Maya and Houdini tools for CG workflows including asset loading, scene validation, and batch processing.
- Led a team of developers for CG tooling objectives.

Assets TD   [March 2021 - Sep 2021]

MRX FX, Ontario, Canada (full time)

- Maintained and extended the asset repository system, ensuring artists had reliable access to versioned assets across departments.
- Developed Maya tools, bash automation, and provided hands-on support to the assets team.

Rigging - Pipeline TD   [Aug 2020 – Feb 2021]

L'atelier animation, Montreal, Canada (full time)

- Owned the rigging repository: maintained rigs, reviewed submissions, and kept the pipeline running for the rigging team.
- Built Python tools for rig validation, batch processing, and workflow automation.
- Built space switcher plugin for certain rigging workflows.

Character FX artist   [Sep 2019 – Aug 2020]

Reel FX Studios, Montreal, Canada (full time)

- Handled cloth, hair, and muscle simulation (Ziva Dynamics, Nucleus, XGen) for hero characters on the feature film Rumble.
- Developed PySide/Qt tools for the CFX team, automating repetitive sim setup tasks and speeding up artist iteration.

CFX - Technical animator   [Apr 2019 – Aug 2019]

Mill-Film, Montreal, Canada (full time)

- Ran cloth and hair sims using proprietary tools and Nucleus for hero shots on Maleficent 2.
- Built feather simulation setups and character skin-fix solutions under tight deadlines.

SELECTED PROJECTS

maya-usd-author – Open-source PySide tool for authoring USD layers directly inside Maya. Handles stage creation, prim hierarchy editing, and metadata authoring. 5 stars on GitHub.

usd-lint – A Rust-based CLI linter for .usda files. Validates naming conventions, hierarchy depth, composition arcs, and property metadata against configurable studio rules. Single static binary, no runtime dependencies.

Anvil – A Rust-based CLIA fast, lightweight package manager for VFX/Animation pipelines

EDUCATION HISTORY

B.Sc. Systems Engineering   [2003 – 2011]

University of Nariño, Colombia
Equivalency: 4-year Bachelor's degree (assessed by World Education Services)