

Colin Kennedy

Pipeline Developer

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New York City

WORK EXPERIENCE

Asset TD - Animal Logic

March 2019-Present

- Extended the existing USD asset auto-delivery system to check all publishes recursively for issues. Assets generate a report which is attached to the publish and sent as e-mail summaries to the departments that need to fix the issues.
- Overhauled the existing asset-validation system and added over 3 dozen validations to ensure high quality assets from freelance and staff

Pipeline TD - Crafty Apes

September 2018-2019

- Authored and led a "Zero Config" Shotgun + Rez pipeline
- Trained the team in Pipeline practices and workflows
- Built a tool for tracking artist Shot/Task time automatically

Pipeline Developer - MPC

July 2016-2018

- Created the global Maya render-submission tool
- Transitioned the rendering pipeline from V-Ray to Arnold
- Developed an ftrack-GPU Cache pipeline in Maya
- Led the development of a ftrack-Nuke pipeline
- Designed an asset-dependency tracking system to view upstream and downstream publishes

Personal Projects

2016-2019

- Open-sourced USD-Cookbook, a GitHub repository with over 40 unique projects, written in both C++ and Python
- Wrote a motion smear plugin in C++ for Maya which helped save costly render times by 20%
- Fabricated a high-pass filter in C++ for Nuke, which was used for digital beauty and make-up

EDUCATION

Savannah College

BFA – Visual Effects

2014-2016

Ringling College

BFA – Computer Animation

2011-2013

SOFTWARE

Maya, Nuke, Houdini
Arnold, RenderMan
Windows, Mac, Linux

SKILLS

Python, C++
USD
Qt, PyQt, Pyside
ftrack, Shotgun
Git, SVN, Rez, CI
Rigging, Lighting
PyMEL, MEL
SQL
Karaoke