Ali Jafargholi

Visual Effects Pipeline Developer

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github.com/alijafargholi
IMDB

EXPERIENCE

Senior Pipeline Technical Director — **Industrial Light and Magic,** Vancouver

March 2020 - Present

Develop pipeline and asset management tools to meet immediate, show-directed production demands, ensuring facility-wide consistency as directed by show and technical supervisors. Help maintain a wide array of existing workflows and scripts.

CGI Pipeline Developer Consultant — **Li & Fung,** Hong Kong

June 2019 - Dec 2019

Create a new pipeline to ensure efficient 3D assets hand-off between different production stages for this retail supply chain mgmt company. Create and update documentation for new workflows and pipeline.

Senior Pipeline Developer — **THR3D,** Detroit

MAY 2017 - May 2019

Lead the team that designs, builds and maintains a pipeline optimized to handle high volume output for 15 clients, each with unique delivery specs.

Responsible for integrating Shotgun in common DCCs and designing and developing custom Shotgun apps. Always planning for future growth.

Pipeline Developer — **3DExcite,** Detroit

AUGUST 2016 - APRIL 2017

Designed and built a new pipeline for high volume automotive asset configuration. Implemented new technology including Deep Images.

Layout Department Developer — **MPC,** Vancouver

JANUARY 2016 - JULY 2016

Senior Environment TD — **MPC,** Vancouver

November 2014 - JANUARY 2016

Lighting/Compositor TD — **RTT,** Detroit

Aug 2012 - November 2014

SKILLS

Programming Languages

Python

Applications

Shotgun
Maya
Nuke
Blender
Houdini
Katana

Renderer

VRay
RenderMan
Arnold
Mantra

EDUCATION

MA, Visual Effects
2011 – 2012
Savannah College of Art and Design

BA, Architecture
1999 – 2003
Isfahan University of Art