

Ali Jafargholi

VFX Pipeline Developer

www.alijafargholi.com

ali.jafargholi@gmail.com

(312)834.7260

Skills and Expertise

Python
PyQt

Shotgun
Maya (10+ years experience)
Nuke
Mari
Houdini
Photoscan

Arnold
Vray
RenderMan
Mantra

Linux/Mac/Windows

Education

Savannah College of Art and Design
MA, Visual Effects, 2011- 2012, GPA 4.0

Savannah College of Art and Design
Visual Effects, 2009 - 2011, GPA 3.8

Isfahan University of Arts, Iran
BFA, Architecture, 1999 - 2003, GPA 3.9

Qualifications

I am passionate about the intersection of programming and VFX; constantly working to create efficient software solutions. I work hard to make the artists' life easier and improve the VFX pipeline.

Experience

Shotgun Pipeline Developer

THR3D Birmingham, MI 2017 - Present

- Design, build and maintain new pipeline.
- Responsible for integrating Shotgun in common DCCs
- Design and develop custom Shotgun apps
- Support production pipeline between 4 offices. Plan for future growth.

Pipeline Developer

3DExcite Detroit, MI 2016 - 2017

- Design and build new pipeline for asset configuration.
- Shading, lighting for automotive projects.

Senior Environment TD promoted to Senior Developer 2014 - 2016

MPC Vancouver, BC

- Create virtual environments and 3D mattepaintings using Nuke, Maya, Mari, Photoscan.
- Develop helpful time-saving tools for the layout department using Python and PyQt. Improve artist's workflow.
- Increase efficiency in pipeline with user experience in mind.

Lighting/Compositor TD

RTT Detroit, MI 2012 - 2014

- Shading, modeling and compositing realistic objects and environments in Maya and Nuke.
- Studio lighting and environment lighting using multiple HDRI domes.
- Using Maya to produce realistic lighting environments for automotive clients,
- Programming / scripting custom tools and gizmos