

Alex Widener

Pipeline Developer

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I have 3+ years of experience in animated film, visual effects, and commercial product workflow development. I like figuring out problems, developing tools to solve those problems, and being part of teams that make amazing content.

Skills

Programming Languages / Frameworks and APIs

Python, Javascript, C++, Maya, Modo, Shotgun, Photoshop, Premiere Pro, Illustrator, PyQt/PySide, Node, Perforce

Experience

Core Pipeline Developer *Pixomondo* Toronto, ON, CA Nov 2016 - Present

- Maintained, restructured, & extended context management system for packages & environments
- Created package resolution system for Rez packages
- Established and enforced coding standards for new developers
- Developed content submission for review system that was extendable through plugins
- Built cloud drive transfer system for package building
- Developed and maintained internal core libraries
- Created code quality analysis tool extendable for Python, documentation, and more languages
- Developed Gitlab project maintenance tool
- Maintained and created new packages for Rez
- Developed package caching system for Rez packages
- Developed documentation building and deployment system
- Created Mari texture publishing system that converts published textures on Deadline

Pipeline Developer *Moonbot Studios* Shreveport, LA, US Aug 2015 - Oct 2016

- Cowriter, primary maintainer of Editorial Pipeline (Premiere, Shotgun, Maya, Nuke, Perforce)
 - Efficiently updated content from story, animation, lighting, comp through editorial
 - Allowed editorial to work asynchronously, while rendering/publishing
- Developed Photoshop Pipeline Integration (Photoshop, Shotgun, Perforce)
- Developed Maya Perforce Integration
 - Improved artist efficiency through easier to use tool
- Developed reusable, configurable libraries for faster development of user-facing tools in JS
- Developed local site to monitor tools and systems inside of Pipeline
- Bug fixes, artist support, IT support
- Local and cloud renderfarm management

Technical Artist *adidas* Portland, OR, US Mar 2014 - Aug 2015

- Developed vector renderer system (Modo, Illustrator)
- Developed a prototype UI in Modo for designers to sketch and paint ideations on product
 - This was later implemented by primary software developers
- Rigged & skinned characters (Maya, Modo)
- Simulated animated character clothing (Clo3D, Marvelous Designer)
- Recorded, edited & retargeted motion capture animation onto character rigs (Blade, Maya)
- Provided support to color & product designers with internal tools and plugins
- Developed technique to embed proprietary file information into AI files
- Developed a dynamic project construction and layering system
- Quality checked, tested, and reported bugs on internal softwares
- Built scalable web apps for iPad showcasing product in interactive touchscreen turntable

Education

Academy of Art University San Francisco, CA, US Aug 2012 - Aug 2013
Graduate studies in Animation and Rigging

East Tennessee State University Johnson City, TN, US Jan 2008 - May 2012
Bachelors of Science in Digital Media, Animation and Rigging

Rigging Dojo 2014
C++ Plugin Development for Maya, Production Modeling for VFX, Prop Rigging