Colin Kennedy
Lead Pipeline Developer

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WORK EXPERIENCE

Pipeline Lead - The Mill January 2023-Present

- Supported and nutured my team of 6 superstars.
- Architected and built a Linux + ftrack pipeline rewrite.
- Stood up a Windows pipeline from zero in < 1 month.
- Created & led P4-backed Unreal + Cinema4D pipeline.
- Devised a cross-package auto-conversion tool.
- Transitioned Maya pipeline from Python 2 to 3.
- Continually put out urgent production fires on-call.

Pipeline Developer - The Mill June 2021-2023

- Enabled tech artists to self-publish code and UIs.
- Developed a tool in 8 days to deliver a $10M project on-time.
- Authored an advanced USD Ar 2.0 resolver for in-situ edits.
- Built a suite of USD APIs for cross-functional partners.
- Reduced CG render times from 3 hours to 10 minutes.
- Ported over 50 tools between package managers.
- Solved studio-wide "Maya anti-virus" issue.
- Made a Jira ticket submitter - Auto-includes reports, tool profiling, scene metrics, and anything people on support would need.

Asset TD - Animal Logic March 2019-2021

- Built validation framework for USD shots, sets, models, surfaces, and other USD assets that is run over 60,000 times per year and runs in real-time.
  - Automated per-department reporting and summaries.
  - Global Kibana "production health" visualizations.
  - Mixed data & discipline validation.
  - Auto-detect issues and generate Shotgun ticket to fix.
- Created and maintained studio's USD Houdini pipeline.
- Wrote optimizer for point-instanced massive USD sets.
- Mentored other TDs, supervisors, artists, and producers on pipeline topics and USD.

EDUCATION

Savannah College
BFA – Visual Effects
2014-2016

Ringling College
BFA – Computer Animation
2011-2013

SOFTWARE

Python, C++
Maya, Houdini
Nuke, Unreal Engine
Arnold, RenderMan
Linux, Windows
ftrack, Shotgun
Git, Perforce
SQL, Kibana

CORE SKILLS

3D Tools Pipeline
Pipeline Architecture
Toolchain Fortification
Multi-OS CI/CD
Monitoring & Metrics
Cost & Risk Analysis
AGILE / Scrum
Programming
Homemade Hummus

Personal Projects   2016-2025

- Author of the USD-Cookbook, one of the most popular
  USD-related open-source projects on GitHub written in C++ and Python.
- Wrote 3 tree-sitter grammars for USD, objdump, and disassembly.
- Made dozens of Vim/Neovim plugins.
- Researching a specialized AI auto-completer

Pipeline TD - Crafty Apes   August 2018-2019

- Created a custom Aspera transfer tool using Qt and Pyro.
- Designed a fast and easy-to-use Shotgun and Rez-based asset pipeline.
- Devised a time-tracking tool that gives real-time project cost updates.
- Trained the team in Pipeline practices and workflows.

Pipeline Developer - MPC   July 2016-2018

- Created the studio's core Maya render-submission tool.
- Transitioned the rendering pipeline from V-Ray to Arnold.
- Programmed an ftrack-GPU Cache pipeline in Maya.
- Made import/export tools for a new ftrack-Nuke pipeline.
- Added asset-dependency tracking systems all DCCs
- Overhauled the validation system with Pyblish.
- Held open on-site support, resolving dozens of tickets a month
  on top of other responsibilities.