

DON MIGUEL

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Education

BSc Honours Computer Science – Wilfrid Laurier University (2016)

Experience

Elliott Animation Inc. / Fresh TV Inc.

Pipeline Technical Director and Full Stack Web Developer, September 2018 – Present

- Lead developer of rTracker – a custom made project management web application designed for the studio to collaborate, track, review, schedule and manage digital assets
- Developed an annotation tool for videos and images to facilitate reviews and creation of notes
- Developed a note creation tool that supports markdown and uploading of images
- Integrated with AWS Thinkbox Deadline to offload long running tasks such as packaging assets, ingesting assets into the pipeline, playblasting Maya files and rendering Blender files
- Developed a powerful and easy to use filtering system that lets the user filter almost anything they need
- Writing RESTful APIs in collaboration with other TDs to integrate other custom tools
- Developed a custom tool for remote artists that talks to the rTracker API to sync their local copy of assets with the assets in the studio for the shots they need to work on
- Created a customizable table view so that the user can see only the things they need
- Collaborating with CG Supervisor and other leads to create various custom features that suits the artists, the pipeline and the studio's needs
- Maintaining the codebase, reviewing other TDs code and providing them with suggestions to help with readability and maintainability of the codebase
- Providing support for rendering issues and tools related issues

Awesometown Entertainment

Pipeline Technical Director, November 2016 – September 2018

- Developed a validation framework for multiple departments in the pipeline
- Helped implement, develop, test and support parts of the Surfacing and Crowd pipelines
- Wrote various tools to help artists improve workflow and save production time (MatteID assignment, Reconnect Texture Ref Object, FX processing, Ingestion scripts, etc.)
- Wrote Shotgun event triggers for automatic database updates and status updates
- Wrote automation scripts for assets packaging that also integrates with Shotgun
- Provided support for rendering issues and tools related issues

Oneset.co (Start-up Company Featured on Dragon's Den Season 10)

Front-end Developer Intern, Velocity Garage, May 2015 – August 2015

- Developed features such as searching, liking, commenting, reporting, and sharing videos

Technologies

- Back-end: Python – Flask, MongoDB, MySQL, Apache, Nginx
- Front-end: Angular 8.0 and Typescript, HTML, CSS
- 3D Pipeline: Python, PySide2/Qt for Python, maya.cmds, MEL, Maya, Fusion, Blender
- General: git, GitLab, Linux, bash, Deadline