# Sallu Kazi

## technical direction | cg pipeline | crowd simulations | robotics

With 18 years of experience in CG production, my comprehensive knowledge spans the entire CGI production process. A substantial part of my career has been dedicated to crowd simulations, where I have honed the skills of optimization, a crucial factor for achieving success in this field. As a self-motivated team player, I seamlessly adapt to various pipelines, workflows, and teams, fostering an environment of flexibility and teamwork.

## SKILLS

**Programming:** Python, PyQt, HTML, CSS

**Digital Content Creation:** Maya, Houdini, 3D Studio Max, Nuke, Katana, Photoshop

**Real Time Technologies:** Unreal Engine

**Robotics:** ROS, Gazebo

**Operating Systems:** Linux, MacOS, Windows

**Development Tools:** Jira, Git, Rez, GitLab

**3D Rendering Technologies:** Renderman, Arnold, V-Ray

## PROFESSIONAL SKILLS

**Development of CG Pipeline & Workflows**

**Troubleshooting & Problem Solving**

**Tools & UI Development**

**Product Technical Support**

**3D Crowd Simulations**

**3D Lighting and Rendering**

**Training & Documentation**

## EDUCATION

**Vanarts** - Diploma with Honours in Visual Effects

**Art Institute of Vancouver** - Certificate in Visual Effects and Digital Animation

**M S Ramaiah Institute of Technology** - Bachelors of Electrical and Electronics Engineering

**ColumbiaX** - Robotics (CSMM.103x)

**SCANLINE VFX  - Vancouver, Canada**
**Department Supervisor (Crowds)-  June 2020 - till date**
Proactively identify and resolve technical challenges during the early stages of show production. Lead the design and development of crowd pipeline and workflows, ensuring seamless integration of model, rig, and material data into crowd simulations, resulting in optimized outputs for lighting and rendering. Provide technical support to both team and other departments. Maya, Houdini, Golaem, 3d Studio Max and V-Ray.

**IMAGE ENGINE Inc - Vancouver, Canada**
**Pipeline Technical Director (Crowds) - November 2019 to May 2020**
Specialized in the development and maintenance of crowd simulation pipelines, providing support to artists and productions. Houdini, Gaffer, Atoms Crowd and Arnold.

**CINESITE - Vancouver, Canada**
**Lead Technical Director (Crowds) - May 2018 to August 2019**
Enhanced pipeline integration by creating specialized tools for crowd workflow. These tools streamlined the process of crowd character setup, encompassing rig and animation conversion, while also facilitating crowd simulation generation and shot layout. Additionally, provided support for lighting and rendering aspects of the project. Maya, Golaem, Katana and Renderman.

**METHOD STUDIOS - Vancouver, Canada**
**Senior Technical Director (Crowds) - July 2016 - May 2018**
Engaged in the development and support of CG crowd simulations, where I played a pivotal role in crafting and documenting tools. These tools were vital resources for artists to enhance their workflow within the production pipeline. Python, PyQt and in-house software (mongo database, Rez packaging system). Maya, Golaem, V-Ray

**GOLAEM S.A - Rennes, France**
**VFX/Animation Support Specialist - August 2014 - March 2015**
In my role, I provided comprehensive support to visual effects and animation studios utilizing the Golaem Crowd Simulation plugin for Maya. My responsibilities encompassed training, expertly troubleshooting issues and optimizing workflows, creating thorough documentation, and actively participating in beta testing to enhance the plugin's functionality.

**FRAMESTORE - London, United Kingdom**
**Senior Technical Director (Crowds) -  April 2015 - May 2016**
**Technical Director (Crowds) - May 2014 - August 2014**
Layout and Simulation of cg crowd using Golaem, Massive, Maya, Arnold and other proprietary tools.

**ANIMAL LOGIC - Sydney, Australia**
**Technical Director (Crowds) - February 2012 - February 2013, March 2010 - July 2010**
Designed and simulated crowd agents using Massive, Maya, Houdini, and Renderman. Furthermore, I developed Python-based tools in both Maya and Houdini to optimize shot production processes. In addition, I diligently documented workflow procedures and compiled a troubleshooting guide for seamless project execution. Massive, Maya, Houdini, Renderman.

**RISING SUN PICTURES - Adelaide, Australia**
**Technical Director (Crowds) - November 2011 - January 2012**
Layout and Simulation of crowds for the Tribute Parade Sequence using Massive, Maya and 3Delight.

**Dr D STUDIOS - Sydney, Australia**
**Technical Director (Crowds) - November 2010 - October 2011**
Composed crowd layouts of penguins using proprietary tools with Maya, Cortex, Houdini, 3Delight pipeline. I assumed the role of shot lighting and rendering for FX elements in the final production phases, expertly utilizing Houdini, Nuke, and 3Delight. I also dedicated my efforts to testing and documenting production tools.

**NWAVE DIGITAL - Brussels, Belgium**
**Lighting Artist - November 2008 - September 2009**
Lighting of Hero characters and environments using Maya, 3Delight and Renderman.

**PRANA STUDIOS - Mumbai, India**
**Technical Director (Lighting & Crowds) - September 2007 - November 2008**
Look Dev and Shot Lighting using Maya and Renderman. Developed crowd agents and using Maya, Massive and Renderman.

**PRIME FOCUS - Mumbai, India**
**Technical Director (Pipeline) - December 2006 - August 2007**
Successfully deployed and provided support for custom pipeline tools tailored to specific show requirements across multiple studio facilities. These tools were integral to a pipeline centered around Maya, Mental Ray, Digital Fusion, Python, and PHP, enhancing efficiency and productivity.