

Vincent Mazeas ✨ Senior Pipeline Developer

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Skills

Specialties Pipeline design, core libraries development, production tools
Strengths Test-driven development, strong coding standards, focus on user experience
Experience in many areas of animation, video games and VFX pipelines

Software Maya - 3dsMax - Nuke - Katana - Rez - Git - Jira - Perforce
Programming languages Python - JavaScript - C# - MEL - MAXScript - C++ - PHP - SQL
Frameworks and APIs Maya API - PySide - PyQt - Tractor - Shotgun - .Net

Soft skills Team-player, user-oriented, proactive and open-minded
Languages French (native), English (fluent)

Experience

- Senior Pipeline Developer**
Rodeo FX (Montreal, Canada)
July 2018 - Present
- Development of an in-house node-based automation solution
 - Set up a company-wide PostgreSQL publish database, with Python API
 - Worked on modeling, rigging and animation publishers
 - Built multi-DCC custom UI widgets
 - Converted several repositories to Python 3
- Pipeline Developer**
Mikros Animation (Paris, France)
Sept. 2016 - May 2018 (1y, 8mo)
- Support for the CFX, Animation and Technical Animation teams (35+ people) on feature film *Captain Underpants : The First Epic Movie*
 - Pipeline and tools development on *Gnomeo and Juliet : Sherlock Gnomes*, *Sgt. Stubby : An American Hero* and *Asterix : The Secret of the Magic Potion*
- Character Technical Artist**
Quantic Dream (Paris, France)
Sept. 2014 - Aug 2016 (2 years)
- Built various tools for the characters' team on *Detroit : Become Human*, helping modeling, shading, groom and rigging
 - Improved characters scenes' sanity check speed tenfold
 - Helped build and organize Python libraries for the artists to use
 - Props rigging
 - Fun fact : I've also been a one-day motion-capture actor for in-game NPCs
- Render Technical Director**
TeamTo (Paris, France)
June 2014 - Sept 2014 (4 months)
- Provided support on the closing stages of feature film *Yellowbird* for a team of 20+ lighting and compositing artists
 - Automation scripts for scenes setup in Maya and RenderMan
- CG Teacher**
ESTEI (Bordeaux, France)
Sept. 2013 - Feb 2014 (6 months)
- Python programming classes for Master's Degree students
 - Teached various classes including procedural rigging, dynamics, crowds, camera matchmove and more
- Pipeline Technical Director**
i-réal (Paris, France)
April 2012 - June 2013 (1y, 2mo)
- Built a two-way software bridge for camera shooting pre-production and its associated setup within 3dsMax
 - Created dozens of pipeline tools and batch processings
 - Rigging setups for mechanical watches

Interests

Hiking & trail running
Kayaking
Electronic music

Trivia Quizzes
Anything space-related