

John Anderholm

Pipeline Technical Director

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CG Pipeline Developer with 9+ years of industry experience.

Experience

Pipeline Technical Director :: *Framestore* :: 2012 - Present

- Implemented audio publishing pipeline with a low cost solution to Maya drop-frame playback sync issues, avoiding resampling or distorting of original audio. (*Guardians of the Galaxy*, +300 shots)
- Developed lightweight command line tools for modifying image metadata in place; used to correct large quantities of external vendor scans fast while avoiding the I/O expense of reprocessing. (*Edge of Tomorrow*, +450 shots, +1600 scans)
- Liaised directly with clients and vendors to resolve inherently difficult and confusing colorspace issues.
- Developed and maintained plug-ins for Nuke, used in the generation of all review media.
- Overhauled the review media generation pipeline, providing greater control to Comp Supervisors by developing a utility suite to bridge the gap between scripting and Nuke script setup.
- Lead development of crowd pipeline for working with Golaem. (*Dracula Untold*, +60 crowd shots)

Technical Supervisor :: *Reel FX Creative Studios* :: 2005 - 2011

- Supervised the technical success of high revenue projects as Pipeline and CG Supervisor.
- Headed project-based technical teams of pipeline, shading and software developers.
- Regularly trained and mentored new talent.
- Worked directly with VFX Supervisors and department heads to coordinate comprehensive solutions to project-specific and studio-wide goals.
- Implemented first standardised asset review pipeline for modeling and texturing, providing consistent and professional presentation to clients, while eliminating mistakes and preparation time for the artists.
- Upgraded the rendering pipeline, which delivered the current project ahead of schedule, under budget, and eliminated overtime in the lighting and compositing departments. (*Open Season 2*, +1200 shots)
- Lead development of various Maya plug-ins in constant use by the modeling and rigging departments.
- Regularly charged with bespoke technical solutions to unique project goals.

Software and Programming

Maya :: Nuke :: AutoCAD

Python :: PyQt :: MEL :: TCL :: Maya C++ API :: Nuke (NDK) C++ API

Summary

As a seasoned CG pipeline developer with substantial industry experience, I continue to be an inquisitive problem solver who endeavors to find creative and straightforward solutions to difficult technical problems. Unlike many people in my particular line of work, my educational background is in the arts rather than computer science. This puts me in a unique position to better understand artistic needs, allowing me to implement tools which not only satisfy the more sophisticated technical facets of a problem, but are intuitive and friendly for artists. It also enables me to effectively communicate technical language in a more easily understood fashion for all parties involved; be it artists, managers or clients.

Hobbies

Cycling :: Diving :: Skiing :: Music :: Travel

Filmography

Jupiter Ascending (2015)
Pipeline Technical Director

Paddington (2014)
Pipeline Technical Director

Dracula Untold (2014)
Pipeline Technical Director

Guardians of the Galaxy (2014)
Pipeline Technical Director

Edge of Tomorrow (2014)
Pipeline Technical Director (uncredited)

Winter's Tale (2014)
Pipeline Technical Director (uncredited)

RoboCop (2014)
Pipeline Technical Director (uncredited)

47 Ronin (2013)
Pipeline Technical Director

The Secret Life of Walter Mitty (2013)
Pipeline Technical Director (uncredited)

Gravity (2013)
Pipeline Technical Director (uncredited)

Percy Jackson: Sea of Monsters (2013)
Pipeline Technical Director (uncredited)

Despicable Me: Minion Mayhem 3D (2012)
Pipeline Technical Director

Ice Age: A Mammoth Christmas (2011)
CG Supervisor

Looney Tunes: I Tawt I Taw a Puddy Tat (2011)
[Pipeline] Technical Director

Judy Moody / Not Bummer Summer (2011)
[Pipeline] Technical Director

Humbled: Rockettes to the Rescue (2011)
[Pipeline] Technical Director

Looney Tunes: Rabid Rider (2010)
[Pipeline] Technical Supervisor

Open Season 3 (2010)
[Pipeline] Technical Supervisor

Looney Tunes: Fur of Flying (2010)
[Pipeline] Technical Supervisor

Looney Tunes: Coyote Falls (2010)
[Pipeline] Technical Supervisor

The Racing Legends (2010)
[Pipeline] Technical Supervisor

AMC / Coca-cola: Magic Chairs (2009)
[Pipeline] Technical Director

Snow 2: Brain Freeze (2008)
[Pipeline] Technical Supervisor

Kung Fu Panda: Secrets / Furious Five (2008)
[Pipeline] Technical Director

Open Season 2 (2008)
[Pipeline] Technical Director

Princess (2008)
[Pipeline] Technical Supervisor

Journey to the Center of the Barnett Shale (2008)
[Pipeline] Technical Supervisor

The Simpsons Ride (2008)
[Pipeline] Technical Director

Enchanted (2007)
[Pipeline] Technical Director

TMNT (2007)
[Pipeline] Technical Director

The Very First Noel (2006)
[Pipeline] Technical Director

Everyone's Hero (2006)
[Pipeline] Technical Director

The Wild (2006)
[Pipeline] Technical Director