Michael Fisher

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Pipeline Technical Director

Python Tools Development | Shotgun Toolkit Integration | Pipeline Architecture

- More than six years of Python development experience using industry standard APIs to integrate custom tools into a unified framework.
- Comprehensive knowledge of Maya.
- Proven ability to deploy production code within active asset-generating pipelines.
- Extensive experience serving both large and small teams of artists, designers, and producers.

✓ *Pipeline Design*
✓ *Tool Development*
✓ *Asset Management*
✓ *Performance Optimization*
✓ *Stakeholder Collaboration*
✓ *Troubleshooting*
✓ *Testing/Debugging*

Technical Expertise

Programming: Python, C++, MEL
Python API: Shotgun API, Shotgun Toolkit, Maya, Nuke, Deadline, Houdini, Flame/Backburner, PySide
Operating Systems: Windows, Linux (CentOS, Red Hat), OSX
Tools: PyCharm, Git (GitHub, Bitbucket), VMWare, YouTrack

Professional Experience

Instinctual LLC   Los Angeles, California   Feb 2017 to Present
Lead Pipeline Technical Director

- Design, build, and support Shotgun Toolkit Flame/Nuke/Backburner pipeline.
- Perform upgrades and feature deployments on dozens of simultaneous Shotgun Toolkit projects.
- Redesign and refactor client deliverables processing to utilize Shotgun for path parsing and slate data.

Self-Employed   Los Angeles, California   Oct 2015 to Jan 2017
Freelance Pipeline Technical Director

- Integrated Shotgun Toolkit pipelines for large, high-profile clients.
- Integrated Perforce into Shotgun Pipeline.
- Developed and deployed custom Shotgun Event Daemon plugins.

Prologue Films   Los Angeles, California   Mar 2012 to Sep 2015
Lead Pipeline Technical Director

- Designed and implemented a robust Shotgun Toolkit character anim/render/review Maya pipeline.
- Added Deadline rendering support to Shotgun Toolkit for Maya(VRay), Nuke and review renders.
- Guided Pipeline staff in skill-appropriate roles to ensure optimal task completion.
- Engaged stakeholders to ensure that features adapted to changing priorities and requirements.

Self-Employed   Los Angeles, California   Jan 2002 to Feb 2012
Freelance Maya Generalist

- Delivered assets for commercials, music videos, movies, titles, tv, game cinematics, previz, and design.
- Performed most artist tasks in the 3D pipeline: FX, modeling, texturing, shading, lighting.

Education

Bachelor of Science, Computer Science (*cum laude*)
North Carolina State University, Raleigh, North Carolina