

James Spadafora

Pipeline Technical Director & CG Generalist

200 Posada Del Sol
Apt #2
Novato, CA 94949
(832) 758 3900
james@jvspad.com

Experience

Industrial Light & Magic, San Francisco, CA *Pipeline Technical Director*

March 2017 - Present

- Develop pipeline and asset management tools to meet immediate, show-directed production demands
- Maintain a wide array of existing multi-site workflows and scripts
- Troubleshoot resolve show centered issues that come up in production from a wide array of disciplines

Technical Assistant - Render Support

September 2015 - March 2017

- Provide front line support to artists with use of the renderfarm
- Develop new tool/update existing tools pertaining to the renderfarm
- Monitor and allocated digital and computing resource usage pertaining to Rendering

Savannah College of Art & Design, Savannah, GA

Student Support Specialist

October 2013 - September 2015

- Assist students, faculty, and staff with issues related to systems in the multimedia building
- Troubleshoot issues related to our Render Farm and Software for student projects
- Monitor network stability and assist in the maintenance of 500+ workstations and Render Nodes

Comcast - Learning and Development, Philadelphia, PA

Media Development Intern

April 2011 - September 2011

- Created Flash and video media content for various training programs
- Communicated and coordinated activities for various vendors weekly
- Researched and devised new technical solutions for Flash, Unity3d, and other web training platforms

Major Projects

Ready Player One — *Pipeline TD*

Most of the work on this project has been focused on the processing of assets for our crowd systems. This has included writing scripts for processing and generating scene files, checking them into our asset management system and ensuring they work throughout crowd and animation pipelines.

Kong Skull Island — *Technical Assistant*

To predict how many resources were going to be needed to render the hairy beast, the distance from camera and past renders were used to develop a system for gathering statistics and to estimate render times. This was used for requesting resources for the show.

NASA's Photon Jump — *Houdini Crowds TD*

For Photon Jump, an animated short for NASA, I was responsible for creating an art directable crowds system (pre Houdini Crowds). Using animation cycles cached out as alembic caches, the characters were instanced onto particles and driven by control curves and attributes.

Software/Skills

Python	PyQt
Maya	Houdini
Katana	Renderman
Nuke	C++
Lighting	Shading
	SQL

Filmography

Ready Player One
Kong: Skull Island
Rogue One
Silence
Doctor Strange
Deepwater Horizon
Warcraft
Teenage Mutant Ninja Turtles
Captain America: Civil War
The Revenant
Star Wars: The Force Awakens
Spectre

Education

Savannah College of Art & Design, Savannah, GA
MFA in Visual Effects -
Graduation August 2017

Drexel University, Philadelphia PA, *BS in Digital Media*