

Ash Nayar

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WORK EXPERIENCE

Pixar Animation Studios, Emeryville, CA

August 2016 - Present

Rendering Technical Director

- Identified and resolved bugs in existing tools as well as providing improvements to the Pixar pipeline.
- Collaborated with various departments in solving issues related to motion blur, automated pruning of models, problematic shaders, and reducing render times.
- Performed various tests to analyze and verify bug fixes in newly released Renderman builds.
- Provided both rendering and compositing fixes for final images that were submitted for the director's approval.
- Documented procedures on how to fix common render problems as well as assisting Technical Directors that are new to the studio.

Legend3D, Carlsbad, CA

December 2012 - September 2014

Lead I/O Technical Director

- Supervised the Data Management and Render Technician teams which were composed of six individuals.
- Developed and wrote Python and Linux shell scripts for both teams in order to ease workflow and solve technical issues.
- Singlehandedly brought data usage down from 40TB to an average of 5TB.
- Met frequently with department supervisors, producers, and leads to plan out workflows and solve technical problems that occurred between departments.
- Oversaw all deliveries to and from Legend3D using Aspera, FTP, and hard drives.
- Performed general administration duties for both departments, such as time sheets, paid time off approval and shift scheduling.

Pixar Animation Studios, Emeryville, CA

January 2011 - May 2012

Rendering Technical Director

- Developed and wrote Python scripts to assist in general work flow efficiency as well as efficiency for rendered elements.
- Assisted in running optimization tests to help decrease render time and memory usage.
- Submitted final approved lighting renders to Pixar's render farm, provided quality control for the final rendered images, and provided compositing fixes in Apple Shake when necessary.
- Modified lighting setups and adjusted various Renderman settings in order to improve the look of final images and to troubleshoot problematic renders.

Sony Pictures Imageworks, Culver City, CA

July 2007 – July 2009

Senior Production Services Technician

- Developed and wrote various Python scripts to help streamline and increase work flow.
- Assisted in allocating and managing as many as 6,000 CPUs in the company's render queue.
- Worked directly with employees in all areas of the company's pipeline to troubleshoot problematic render jobs.
- Managed up to 125 terabytes of data, including locating and archiving old and unnecessary data.
- Processed and logged all incoming and outgoing FTP and firewire delivery data to and from clients.

Luma Pictures, Venice, CA

April 2006 – July 2007

Visual Effects Coordinator

- Developed and wrote Python scripts to improve workflow and efficiency for assets, compositing, and I/O.
- Handled all I/O including maintaining the FTP servers, burning DVDs, and receiving and loading scans onto the company's servers.
- Set up and maintained all background plates for all shows as well as retiming any necessary footage.
- Directly interacted with clients to gather essential information such as focal lengths, client edits, frame ranges, delivery specifications, and any technical troubleshooting.
- Edited company demo reels as well as projects for in-house clients.
- Assisted in the organization and maintenance of the company's central mySQL database.
- Handled general HR duties such evaluating and organizing potential hires and providing artists with materials for personal demo reels.

Radium, Santa Monica, CA

January 2006 – April 2006

Production Assistant

- Logged various types of media and performed as liaison between producers and Radium's master control room.
- Aided producers, artists, and clients in various production related tasks.
- Managed and coordinated Radium's intern program.
- Performed general maintenance of Radium's office and facilities.

Zoic Studios, Culver City, CA

May 2005 – February 2006

Production Assistant

- Assisted on set for second unit photography for CSI, CSI:Miami, and Battlestar Galactica.
- Responsible for delivery of media between Zoic Studios and clients.
- Aided producers, artists, and clients in production related tasks.

Ring of Fire/BHG Entertainment, West Hollywood, CA

May 2005 – August 2005

Production Assistant

- Archived tapes for various commercial and television spots.
- Managed a team of four interns and directed them in marketing related tasks.
- Assisted in the general maintenance and upkeep of Ring of Fire Studios.

TECHNICAL SKILLS

- Programming experience in Python, C/C++, Java, PHP, and JavaScript.
- Proficient in using and maintaining mySQL, postgreSQL, and various NoSQL databases.
- Highly adaptable and capable in Linux (CentOS, Red Hat, Ubuntu), Windows, and Mac OSX environments.

EDUCATION

Oregon State University, Corvallis, OR

2014 – 2015

- **Bachelor of Science, Post Baccalaureate, Computer Science**
- Scholar Honor Roll, Fall 2014 & Spring 2015

Carnegie Mellon University, Pittsburgh, PA

2009 – 2011

- **Master of Entertainment Technology**
- Participant in the 2010 International Conference for Entertainment Computing
- Collaborated on a student project with Electronic Arts

Johns Hopkins University, Baltimore, MD

2000 – 2004

- **Bachelor of Arts, Film and Media Studies**
- Completed courses in Computer Science
- Dean's List, Spring 2004