

ASH NAYAR

(310) 280-8003 • ashoknayar@gmail.com

Professional Experience

Pixar Animation Studios / Emeryville CA

August 2017-present

Rendering Technical Director

- Developed Python based tools for Pixar's lighting and rendering pipeline as well as providing bug fixes and improvements to the existing code.
- Performed SQL queries and updates for shot statuses, attributes, and checkpoints.
- Collaborated with multiple departments to triage and solve problems relating to motion blur, automated pruning of assets, problematic shaders, render times, and storage usage.
- Performed various tests to analyze and verify bug fixes in newly released Renderman and asset builds.
- Provided both rendering and compositing fixes for final images that were submitted for director's approval.
- Documented procedures on how to fix common render problems as well as assisting in new hire onboarding.

Legend3D / Carlsbad CA

December 2012- September 2014

Lead IO/ Data Manager

- Simultaneously managed both the Render Technician and Data Management teams.
- Developed user friendly Python GUI tools to create, read, update, and delete data from Legend3D's SQL database as well as automatically convert media to different formats based on client specifications.
- Configured machines, servers, and networks to render farm queuing software as well as writing tools to augment and enhance the system.
- Solely responsible for substantial reduction in data usage from 40TB to an average of 5TB.
- Organized cross functional meetings with supervisors, producers, and leads to plan out workflows and solve technical problems between departments.
- Supervised all deliveries to and from Legend3D using Aspera, FTP, and hard drives.
- Developed a documentation system using HTML, CSS, and Javascript.
- Managed administrative duties for both departments, such as timesheets, 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 locating 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 2005 - 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.

Skills and Projects

- Programming experience in Python, C/C++, Java, PHP, Javascript/AngularJS/JQuery
- Proficient in using and maintaining MySQL, PostgreSQL, and various NoSQL databases.
- Developed various personal projects utilizing Raspberry Pis, Arduino boards, robotics hardware, Android devices, ANT+ protocols, and web APIs and services.

EDUCATION

Bachelor of Science, Post Baccalaureate, Computer Science, 2014 - 2015

Oregon State University, Corvallis, OR

Scholar Honor Roll, Fall 2014 & Spring 2015

Master of Entertainment Technology, 2009 - 2011

Carnegie Mellon University, Pittsburgh, PA

Participant in the 2010 International Conference for Entertainment Computing

Completed student project with Electronic Arts

Bachelor of Arts, Film and Media Studies, 2000 -2004

Johns Hopkins University, Baltimore, MD

Completed courses in Computer Science

Dean's List, Spring 2004