

Ash Nayar

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Technologist and film industry veteran with ten years of programming experience building tools to support filmmaking initiatives. Seeking dedicated software engineering opportunity to contribute to and expand skillset.

EXPERIENCE

Rendering Technical Director, Pixar Animation Studios - Emeryville CA August 2017 - present & January 2011 - May 2012

- Developed and maintained Python-based tools for Pixar's lighting and rendering pipeline.
- Wrote SQL queries and updates for shot statuses, attributes, and department 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 new versions of Renderman (Pixar's rendering software product).
- Documented procedures on resolving common render problems and new hire onboarding.
- Developed and wrote Python GUI tools to assist in general workflow efficiency and for locating rendered elements.
- Assisted in running optimization tests to help decrease render time and memory usage.

Lead IO/Data Manager, Legend3D - Carlsbad CA December 2012 - September 2014

- Simultaneously managed the Render Technician and Data Management teams with six total direct reports.
- Developed user-friendly Python GUI tools to create, read, update, and delete data from PostgreSQL database and automate conversion of media to different formats.
- Set up cron jobs to prioritize jobs on the render farms as well as to check for resource intensive, long running processes.
- Wrote Python scripts to automate removal of data based on specific criteria, leading to 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 an internal web-based wiki-like documentation system using HTML, CSS, and JavaScript.

Senior Production Services Technician, Sony Pictures Imageworks - Culver City CA July 2007 - July 2009

- Developed and wrote various Python scripts to help streamline and increase workflow.
- Assisted in allocating and managing up to 6,000 CPUs in the company's render queue.
- Managed up to 125 terabytes of data, including locating and archiving old and unnecessary data.

Visual Effects Coordinator, Luma Pictures - Venice CA April 2006 - July 2007

- 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 and receiving and loading scans onto the company's servers.
- Gathered requirements on client edits, frame ranges, and delivery specifications.
- Assisted in maintenance of the company's central MySQL database. Wrote a UI for the database in Python.

Production Assistant, Zoic Studios - Culver City CA 2005 - 2006

- Assisted on set for second unit photography for CSI, CSI:Miami, and Battlestar Galactica.

SKILLS

Python, C/C++, Java, PHP, JavaScript, 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, Oregon State University, Corvallis, OR (2015)

Scholar Honor Roll, Fall 2014 & Spring 2015

Master of Entertainment Technology, Carnegie Mellon University, Pittsburgh, PA (2011)

Participant in the 2010 International Conference for Entertainment Computing Completed student project with Electronic Arts

Bachelor of Arts, Film and Media Studies, Johns Hopkins University, Baltimore, MD (2004)

Dean's List, Spring 2004