

# Abo Biglarpour

Los Angeles · 949-648-2173 · Demo Reel: [www.biglarpour.com](http://www.biglarpour.com) · biglarpour@gmail.com

## SKILLS

Python	Objective C	ActionScript	Mel	Maya
Cinema 4D	Mental Ray	Vray	Nuke	After Effect
Mocha	PFtrack	Boujou	Silhouette	Vue

## Experience

### The Foundry

June 2013 – Present

#### Lead Software Engineer, Flix

- Responsible for delivering major and minor releases of Flix, tasking of the team, managing team members, and working with QA engineers to maintain bugs.
- Added enhancements for better local and remote server error handling and feedback.
- Maintained server to client communication via cherrypy and url requests.
- Provided support for installation and upgrades to Flix with clients.
- Maintained client support and customization, including on site visits for pipeline support.

#### Software Engineer, Flix

- In charge of third party application integration, such as integration into Shotgun from Flix.
- Maya and Flix round trip integration, and implementation of metaData capturing and re-application.
- Introduced shot breaks in Flix, responsible for designing framework and maintenance of shots.

### RGH Themed Entertainment

March 2013 – June 2014

#### CG Supervisor

- Supervised development of look and story for Animated feature
- Implemented efficient workflow for modeling to asset management that would feed into previs.

#### Pipeline Technical Director

- Operate within a team which was tasked with updating the studio's initial pipeline.
- Adopted the new Maya Scene Assembly into Shotgun's framework and into the studio's pipeline.
- Work with the Modeling & Layout Department to develop an automated Maya Scene Assembly publishing system that generates different representations of an object, as well as a custom manager.
- Work with the Rigging Department to develop an automated Rig Calisthenics publishing system.
- Work with 2d Story Department to develop a publishing system for storyboard panels.

### Dirty Robber

October 2012 – February 2013

#### Technical Director

- Implemented Thinkbox Deadline render client and server.
- Managed and wrangled render farm.

#### 3D Generalist

- Priyanka - In My City ft. Will.i.Am (Music video)
- Kesha - C'mon (Music video)
- Cirque Du Soleil - Lights Night club (30 sec spot)
- Green Day - Stray Heart (Music Video)

### Hoax Films

April 2012 – September 2012

#### Technical Director

- Developed workflow for Lighting Department to feed into Compositing Department
- Wrote tools for managing render outputs into Nuke.
- Developed a manager within Nuke to organize custom Gizmo's

#### CG Supervisor

- Lincoln 2013 MKZ (web 360 spin)
- ABSOLUT Punch - Little Dragon (music video)
- SK Energy Drink (30 sec spot)
- Chevy Malibu (30 sec spot)

### Various Studios

Pipeline TD, CG lead and Compositor

June 2008 – March 2012