

Christopher Jarvis

Senior Software Engineer & Pipeline TD

Professional Developer with experience creating production facing applications and workflows, aimed at solving challenging problems by creating lasting, approachable code.

Work Experience

Senior Application Engineer for the Tech Art team



Zenimax Online Studios | Microsoft Dec 2020 – Mar 2023 (2 yrs 4 mo)

Project: *Elder Scrolls Online*

- Connected the existing asset management UI to Perforce by creating a robust Python API and expanding upon the Perforce API. This allowed artists to iterate quicker and persist their asset versions with more efficiency.
- Rewrote an Asset browser app using Angular, ThreeJS and ArangoDB so artist could view their assets in 3D space. This facilitated quicker review times and easier asset filtering.
- Migrated the python2 codebase to python3
- Worked closely with artists to streamline Maya and 3DS Max workflows
- Implemented CI/CD using TeamCity and Docker to ensure efficient repeatable deployments
- Reviewed the tech art teams code commits to meet coding standards.

Software Developer/ Pipeline TD



CoSA VFX Oct 2017 – June 2020 (2 yrs 9 mo)

Project: *Episodic television shows including Swamp Thing, West World, and Gotham*

- Developed an Asset Manager for Maya utilizing Python, PySide, Ftrack and the Maya API. The tool was embedded in Maya and allowed artists to version their scenes and assets while working as well as associate their assets with specific shows, episodes, tasks and shots.
- Expanded the Maya asset manager to be compatible with both Syntheyes and Nuke.
- Created a standalone app that acted as a dashboard and environment manager for artists. Built using Electron.
- Built out the backend for various production tools including a Scheduler app using Flask, Celery, and RabbitMQ that allowed the production team to more accurately predict the number of new hires needed for upcoming work. A Realtime Forecasting Tool using Vue, Node and Firebase as well as a bidding tool that used GraphQL, and MongoDB. A Transfer for migrating 2D and 3D content between studios seamlessly without manual syncing.
- Designed UI/UX to create a user-friendly front end for all the above production applications.
- Established Ftrack listeners to automate asset flow through the pipeline.

Lead Shotgun Developer 2



Turn 10 Studios | Microsoft Jul 2016 – Oct 2017 (1 yr 4 mo)

Project: *AAA Game Titles including Forza Horizon 3 and Forza Motorsport 7*

- Built a Reporting Tool in Python and Javascript using Flask, ChartsJS to scrape multiple databases and CRMs to organize, plan, and forecast production. Also gave Executive Producers access to digestible and filterable burn down charts for studio updates.
- Created an ingest tool in python built with PyQt. This allowed EPs to scrape older game DBs and Licensing CRMs to populate Shotgun projects with proper LOD templates on the fly.
- Admin for Shotgun Event System. Developed new python events to automate and drive the Cars and Track teams' production.
- Created web driven menu items to call Python REST API. This allowed production to manipulate asset data and automate intercompany communication with Playground and internal teams
- Overhauled the whole Cars team workflow from the ground up. This allowed the Shotgun to run smoothly and QA teams to work alongside outsourcers to relieve pressure

Contact



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Skills

Angular Flask Vue Electron
Maya 3DS Max ZBrush Nuke Unreal
Engine Modo Photoshop Syntheyes
MayaAPI NukeAPI Deadline GraphQL
PySide PyQt RabbitMQ Node
Celery Firebase ArangoDB MongoDB

Languages

Python JavaScript TypeScript

Things I Enjoy

Asset Management
Asset Pipeline Design
Content Automation
Unreal Engine Development
Troubleshooting
Production Data Design
Artist Friendly Tool Design
SPA & Realtime Web Applications
Full Stack Development
Deployment Automation
Systems Design

Education



Full Sail University

Bachelor of Science

BS Computer Animation

2007 – 2010

2D Technical Director



Origin Digital Studios

Sep 2015 – Feb 2016 (6 mo)

Project: Episodic television shows including Limitless and Sleepy Hollow

- Admin for Shotgun Event System. Developed new python events to automate the ingest of shots and LUTs
- Expand and debug existing python codebase (*Maya API, NukeAPI, ect.*)
- Often assisted artists in debugging scenes and comping shots under tight deadlines.
- Shotgun Integration for After Effects (*AE API*)

CGI Generalist



TRG Multimedia

Feb 2013 – Sep 2015 (2 yrs 8 mo)

Project: Advertising for companies such as Masterbrand, Schlage, Sherwin Williams.

- Scripted a product configurator using python (Nuke API) with an embedded metadata pipeline. This allowed us to win a \$1.5M contract and correct/ repopulate over 20 years of inconsistent product photography that met CMYK standards with a 4-person team.
- Pioneered a python codebase at the studio
- Creating photorealistic products in 3D (Nuke, 3DS Max, Maya, Photoshop, Modo)
- Creating Motion Graphics (AE, Premiere) for clients

Compositor



Bent Image Lab

Dec 2011 – Apr 2012 (5 mo)

Project: Episodic television show Grimm

- Compositing, paint outs, morphing, lookdev (Nuke, 3DS Max, Maya, Photoshop)
- Developed artist gizmos and tools and in python (Nuke API) to speed up production.

Compositing Trainee



RTT AG

Jun 2011 – Dec 2011 (7 mo)

Project: Advertising stills and commercials such as Porche Family Tree (Panamera) and Ferrari 458 Spyder visualization

- Compositing Deltagen renders for stills, video, and configurators (Nuke, Photoshop)
- Cleaning up Deltagen spherical maps for auto interiors (Nuke)
- Tacking for 3D cameras and camera projections as well
- Painting spherical maps for car interior 360s

Additional work experience and Demo Reel can be found on my LinkedIn profile and letters of recommendation can be provided upon request.