Arsam **Ali**

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**Objective**

I am a technical director with decent exposure to different stages of the pipeline. I consider myself a generalist and I have created tools that have helped almost every department ranging from assets to comp. I am currently looking to join a challenging production environment where my skills can be utilized.

**Skills and qualification**

**Technical Director**

* Strong understanding of the 3D pipeline from start to finish.
* Python, Mel, PySide, MaxScript.
* GIT experience(particularly gitlab).
* Docker experience/working with containers.
* Creation of the entire crowds, fx, edit/ingest pipelines.
* An understanding of artists' needs and a willingness to help .
* Adaptability, in both different learning environments and production pressures.

Autodesk Maya Adobe Photoshop

Shotgrid(formerly shotgun) Adobe After Effects

GIT Adobe Premiere

Docker 3D Studio Max

**Education**

**Diploma in 3D Animation, Art and Design 2013 - 2016**

**Past Employment**

* **Arc Productions**  2016

 Worked as a rigging TD in maya. Rigging characters and props.

* **Keyframe Digital**  2016 - 2018

Working as a rigging TD in 3DS Max. Rigging characters and props.

* **Snowball Studios**  2019- Current

Working as a pipeline TD. Currently helping as a CG Supervisor.