

I keep VFX and animation pipelines stable — so artists ship shots, not tickets.

Senior Pipeline TD for feature film and VFX. USD/Solaris and traditional stacks. Maya, Houdini, Nuke, Blender · RenderMan, Arnold · Deadline · production support, tool development, and infrastructure under real deadlines.

19+ YEARS IN CG / VFX	200+ ARTISTS SUPPORTED	-40% ASSET MISMATCH ↓	-50% ENV FAILURES ↓
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EXPERIENCE

Segal Communications

Feb 2026 – Present

Owner · Pipeline TD · Software developer

Serbia · B2B / Contract

- AssetValidator — publish gate: 500+ checks on USD, Alembic, FBX, textures, caches; PASS/FAIL in GUI or CI.
- Light Surgeon — C++ Maya plugin + farm CLI: light contribution, dead/noisy lights, portals, hero-shot match.
- Houdini-Lineage — cache provenance. RenderMan for Blender — denoiser refactor contribution.

Pipeline TD & Consultant

Aug 2017 – Present

Independent · Remote / On-site

- Pipeline development across USD and traditional stacks (Maya, Houdini, Blender, Arnold, RenderMan, Nuke).
- Technical audits for mid-size studios (NDA); ~20% compute reduction on render pipeline efficiency work.

YARKO Animation Studio

May 2024 – Jul 2025

CG Pipeline Developer · Moscow

Doctor Dinosaurs, Motomars, Command Match, and other shows

- ~90% of pipeline tickets for 200+ artists: triage, fixes, crashed scene recovery, department unblocking.
- Maya / Houdini / Nuke pipelines — publish, farm submitters, denoisers; Black EXR (~15% frames); Deadline farm.
- ~40% asset mismatch reduction; Ftrack + Zammad — ~30% overall ticket load reduction.

VFX Digital

Jun 2022 – Jun 2023

Lead Pipeline TD

- Docker, Kubernetes, Terraform migration; ~50% fewer environment failures; Redis/Mongo caching; DCC load improvements.

Earlier career

2007 – 2017

TD · Lighting / Rendering · Broadcast

- TD, DL Animation Studio (9 yrs): RenderMan / Mental Ray, 40+ productions. Lighting / Rendering TD, MYXA. ARIS TV broadcast graphics.

SELECTED TOOLS

AssetValidator — commercial validation, 530+ checks, GUI / CLI / DCC / CI
Light Surgeon — Maya C++ plugin: which lights contribute in camera
Houdini-Lineage — File Cache provenance, Why Stale, selective recook

EDUCATION & LANGUAGES

BCAC	2005 – 2009
Architecture Diploma / Technician-Architect	
Technical drafting, CAD, structural logic	
Russian — Native	
English — Working	
Serbian — Working	

Dan is short for Daniil

SKILLS

Pipeline Architecture

USD / Solaris and traditional pipelines · Publish, caching, asset integrity · Cross-DCC workflows · Ftrack / ShotGrid · CI validation gates

Languages & tooling

Python, C++, C, C#, Go · MEL · Qt / PySide
JavaScript, TypeScript, Node.js · Git · USD API · DCC plugins

DCC & Rendering

Maya, Houdini, Nuke, Blender · Katana (familiar) · Unreal Engine (learning)
RenderMan, Arnold
Premiere Pro, Photoshop

Infrastructure

Docker, Kubernetes, Terraform, AWS · Linux · Windows · Deadline · SQL, PostgreSQL, MongoDB, Redis