

# Dhruv Govil

## Lead Pipeline Developer

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### Dhruv Aditya Govil

Vancouver, BC, Canada  
Permanent Resident

+1 604 808 4876  
dhruvagovil@gmail.com

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### Overview

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I'm a Lead Pipeline Developer for Feature Film. I have worked on several animated and visual effects features.

I develop software and workflows for films, and manage Imageworks publishing frontend and muscle simulation pipeline.

I also have a background as a layout artist, animator and generalist and help out in those roles where needed.

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### Experience

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#### Sony Pictures Imageworks / Lead Pipeline Developer

January 2013- PRESENT, Vancouver

I develop and maintain studio and show specific pipelines and tools.

I've developed our frontend publishing toolset, a muscle simulation pipeline around Ziva and also a deep-compositing collaboration tool for animators.

I additionally assist training new hires and am in charge of working with CG and VFX supervisors on a daily basis.

#### Rhythm & Hues / Animation Support TD and Layout

June 2012 - January 2013, Vancouver

I handled layout and pre-lighting of scenes as well as helping animators with scene and rig issues.

I also built tools for the show and studio, trained new hires and managed the department in Vancouver.

This was using Rhythm's proprietary software Voodoo and a mix of Parsley (an in house language) and Python.

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### Education

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#### Vancouver Film School

Studied 2D and 3D animation

#### Rigging Dojo

Studied C++ development for Maya as a refresher course.

#### iAnimate

Studied 3D Animation

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## Skillset

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### General

Proficient software developer for Maya, Katana, Nuke and Standalone.

Worked as Layout on several feature films.

Also adept at lighting, animation and rigging.

I have some experience with FX work as well inside Houdini, and minor work in Reelflow.

### Programming

Python, MEL, C++, C#, Javascript, OpenGL, CUDA, Qt, PyQt

Also some proficiency with Lua, Java, PHP and Perl.

### Software

Maya, Katana, Arnold, Houdini, Nuke, Voodoo, Mari, Modo

Also experienced with Unity and Unreal Engine 4

### Other

Developed Augmented Reality and Virtual Reality content.