

Dhruv Govil

Lead Pipeline Developer

Dhruv Aditya Govil

Vancouver, BC, Canada
Permanent Resident

+1 604 808 4876
dhruvagovil@gmail.com

Overview

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

My responsibilities include developing new software and workflows, as well as taking part in production meetings and managing my team. Additionally as a lead I am often tasked with being part of future facility directions in technology.

I also have a Generalist skillset and am often in charge of Layout , and sometimes assist with lighting, compositing and animation as needed.

Experience

Sony Pictures Imageworks / Lead Pipeline And Layout

January 2013- PRESENT, Vancouver

I am a Lead Pipeline TD and double as the Lead Layout artist on VFX shows.

I'm in charge of developing and maintaining the studio pipeline and tools, as well as working directly with the VFX/CG supervisors on productions to meet their needs.

Some of my highlights at Imageworks include developing:

- The Frontend asset publish toolset
- Maya plugins to handle large worldscale scenes
- Depth based collaboration tools for Animators
- Our product approval frontend and backend
- A procedural muscle simulation pipeline for Ziva

I am also involved in our forays into new technologies like Virtual and Augmented Reality.

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.

Some of my highlights at Rhythm & Hues involve developing:

- A Python binding and IDE for their in house language, Parsley
- Color correction tools
- A lighting rig distribution pipeline
- Tools to help manage large teams across multiple locations

Other

SIGGRAPH 2017 Presenter

I will be presenting at SIGGRAPH 2017 on technologies I've developed at Imageworks

Course Instructor

I teach several online courses, teaching Python development to over a thousand students including many industry professionals.

Open Source Contributions

I am a regular contributor to open source projects, both mine and others. My code has been used by several studios around the world.

Education

Vancouver Film School

Studied 2D and 3D animation

Rigging Dojo

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

iAnimate

Studied 3D Animation

Skillset

General

Proficient software developer as well as developing for Maya, Nuke, Katana etc..

Generalist skillset including often working as a Layout artist as well as assisting with Lighting, Compositing, Animation, Modeling and Rigging as needed.

Great team manager and communicator. A large part of my job is attending production meetings and addressing their needs.

Programming

Python, MEL, C++, C#, Javascript, OpenGL, Qt, PyQt, Lua, Java and PHP.

Some experience with Rust, Perl and CUDA

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.