Stephanie Martins

Technical Director and 3D Artist

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EXPERIENCE

Houdini Pipeline Technical Director - *Monsters Aliens Robots Zombies*

MAY 2022 - PRESENT

- Maintain and develop the studio's Houdini pipeline, being responsible for 90% of commits to our Houdini pipeline repository within the past three months.
- Collaborate with department leads and supervisors to create new pipeline and Houdini tools written in Python, including UI interfaces.
- Manage a list of bugs and feature requests using Atlassian Jira and scrum methodology, resulting in a 70% reduction of Houdini related tasks in our backlog.
- Lead a project, including design, implementation and testing, to integrate Houdini 19.5 into the studio's current pipeline.
- Organize large initiatives, breaking them up into a series of development tasks that will achieve the original goal by the determined deadline.
- Solve show-stopping production issues and bugs quickly and efficiently.
- Develop, test, and perform code reviews for Python code in GitHub, ensuring all code adheres to studio standards and guidelines.

Pipeline Technical Director - *Brigham Young University*

FEBRUARY 2021 - MAY 2022

- Developed and maintained tools for Maya, Houdini, and Substance Painter to improve artists' workflow and manage over 100 production assets.
- Incorporated USD technology and functionality into a full production pipeline via Houdini Solaris.
- Automated the process of assembling USD assets, including variants in model and shaders, with a Python script, completely eliminating the need for artists to do so manually.
- Provided technical support for over 30 artists interacting with our production software and pipeline tools.

SKILLS

Software and Tools - Houdini, Maya, Z-brush, Nuke, USD, Substance Painter, RenderMan, ShotGrid, Redshift, Deadline, Linux, Unix, PySide/PyQt

Programming Languages - Python, C, C++, Java, MEL

EDUCATION

Brigham Young University - *Provo, UT*

SEPTEMBER 2015 - APRIL 2022

B.S. in Computer Science Animation