

Alex Negrete

Pipeline TD

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PROJECTS

Compositing Pipeline Manager Studio X (2025)

- Designed a custom UI to standardize compositing workflow, automatically applying correct aspect ratios, fps, and color specifications.
- Automated the setup of Nuke Scripts, saving artists time and reducing kickbacks for publishing.
- Streamlined folder management by automatically creating production-required folders for the compositors' shot.

Pipeline Developer - Animation Exporter Academy of Art University (2025)

- Engineered an automated set of tools to export assets from Maya's API to Nuke's API via subprocess for a seamless data transfer.
- Design a user-friendly UI to gather all the necessary information for animators.
- Optimize the generation of a multipass render to easily preview work from Maya.

Student Ambassador Adobe Substance (2025 - Present)

- Designed textures while mastering the Creative Suite from Sampler, Designer, and Painter.
- Developed using the Substance API to create a turntable exporter.
- Analyze and provide rendering and quality control to fellow ambassadors.

EXPERIENCE

Key Production Assistant and Coordinator

Bindery, NuBoom, Oddbot Freelance. Los Angeles (2022-Present)

- Consolidated weekly and daily notes and successfully delivered them to department heads.
- Managed and ingested a high volume of digital assets (200+) for multiple shows, ensuring proper naming, location, and accessibility for the assets.

Lead Production Assistant Oddbot Inc., Los Angeles (2022)
Intern/Assistant Editor/ PA Iwerks & Co., Los Angeles (2021)

EDUCATION

MA Animation and Visual Effects

Academy of Art University
Pipeline TD - Compositing
(2024-2025)

BFA Cinema Directing

Columbia College (2022)

KEY SKILLS

Programming

Python, PySide/Qt, Pyblish, PyMel, OCIO, Git, Bash, Unix and Linux.

3D and VFX Software

Autodesk Maya, RenderMan, Arnold, Nuke, Houdini, Unreal, Katana, 3D Substance Painter, Substance Designer, After Effects, Blender, Premiere, Global illumination, Resolve, Flow, Jira, and Google.

TD Skills

Automation, Folder control, asset management, integration, object-oriented design, data wrangling, and version control.

Languages

English and Spanish

AFFILIATIONS

Adobe Substance Ambassador
Group Effort Initiative
LatinX in Animation