

## Dave Kujawski

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### Experience

*Weta Digital: Wellington, New Zealand*

#### **Production Engineering Lead:** *Jan-2011 to Present*

- Direct report to CTO. Team lead of 8-10 software developers tasked with providing suitable frameworks and APIs to support the efforts of developers throughout the company. Grew the team from 5 to 10 over a period of 18 months.
- Maintain a high level view of the working pipeline. Understand how individual teams and departments incorporate tools into their workflows and identify areas that suffer from too much organic growth. This includes regular meetings and consults with department Heads to ensure their future pipeline goals are within the scope of current development efforts.
- Integrate new software development strategies into the active pipeline. Promote proper version control, documentation, testing, and code review processes.
- Oversee and advise design and architecture of a new experimental NoSQL based asset tracking system. Formulate and execute pipeline integration strategies with multiple departments ensuring minimal production disruption.
- Initiate and guide development of a new environment management and software packaging system. Working with various department heads throughout the company to collect requirements, test prototypes, and coordinate integration strategies.
- Actively work to identify and replace giant legacy toolsets with smaller, more efficient, and lightweight systems.

#### **Production Engineer:** *Jan-2009 to Jan-2011*

- General experience creating tools designed to operate in an environment built to support a compute cluster consisting of 40,000+ cores and tracking data across multiple petabytes of storage.
- Prototype adoption specialist. Worked with technical artists to redesign, refactor, reengineer, and reintegrate prototypes. Introduced source control, unit tests, coding standards, and deployment strategies to convert prototypes into official Production tools.
- Designed and implemented a software versioning deployment system to support differing project requirements running concurrently in the pipeline.
- Developed an auto documentation generation pipeline to be run alongside release and deployment processes using Sphinx.
- Implemented new Python API alongside existing Perl API providing access to asset management databases.
- Involved with prototype development for new asset tracking system using experimental technologies with a focus on scale.
- Participated in the design phase of the environment management system over-haul focused on feature additions and increased performance.
- Shared department leadership responsibilities, reporting to CTO, including resource allocation, task prioritization, inter-department communications, and general diplomatic relations.

*Tippett Studio: Berkeley, CA*

**Software Developer:** *Aug-2008 to Jan-2009*

- Updated and maintained existing proprietary Maya plug-ins.
- Wrapped existing proprietary C/C++ libraries using boost/python to be compiled for use in Python as a shared library.
- Designed and implemented a prototype application UI for viewing and editing proprietary file formats used to bind shaders with scene geometry.

**Render Technical Assistant:** *May-2007 to Aug-2008*

- Provided technical support to all of production in the areas of rendering and resource management. Monitored rendering trends during the course of production and suggested possible solutions to any problems. Regularly worked with production, systems, and the code department to address technical issues in these overlapping areas.
- Analyzed and implemented new methods to approach the highest efficiency of resource utilization. Developed tools to streamline repetitive tasks, manipulate renderfarm resources and provide quantifiable metrics regarding rendering.
- Converted many legacy tools from perl into python. Moved code into tracking repository and a centralized network location.
- Assisted RnD in the process of decoupling highly integrated components of the pipeline. Identified potential bugs, proposed strategies, tested changes, and implemented fixes to existing pipeline tools.

**Technologies**

**Languages:** Python, Perl, C++, Mel, Erlang.  
**Source Control:** Git, Subversion.

**Education**

The Art Institute of California: San Francisco  
2007. BS, Visual and Game Programming

**Film Credits**

The Adventures of Tintin(2011), *Production Engineer*.  
Rise of the Planet of the Apes(2011), *Production Engineer*.  
Avatar(2009), *Production Engineer*.  
Cloverfield(2008), *Render Technical Assistant*.

**Conferences**

2008. SIGGRAPH *attendee*, Los Angeles, CA.  
2009. SIGGRAPH Asia *attendee*, Yokohama, JP.  
2011. SIGGRAPH *attendee*, Vancouver, BC.  
2011. Kiwi PyCon *speaker*, Wellington, NZ.  
"Python in VFX Pipeline at Weta Digital."  
2011. KiwiCon *attendee*, Wellington, NZ.