

[COLVIN KENJI ENDO]

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ckendo.com

EDUCATION

Brown University
PROVIDENCE, RI / MAY 2018

A.B. Computer Science
4.0/4.0 GPA

Computer graphics, computer animation, sculpture, architecture

Rhode Island School of Design
PROVIDENCE, RI

Typography, Winter 2016

SKILLS

Tools / Houdini, Maya, Nuke, Katana, USD, RenderMan, Arnold, Jira, Git, Qt, Adobe Creative Suite

Languages / Python, C++, VEX, OpenGL/GLSL, Java, JavaScript, SQL, HTML/CSS, Maya/Houdini/Katana/Nuke APIs

Development / Workflow design, UI/UX, technical documentation, user testing, Agile development

OS / Linux, Mac, Windows

Interests / Architecture, baking, running, sculpture, vacuuming, Fermi questions, juggling

TECHNICAL EXPERIENCE

Blue Sky Studios *Technical Director, Production Technology*
GREENWICH, CT / JUNE 2018–PRESENT

Production Technology TD

NOVEMBER 2019–PRESENT

- Developed core Houdini Solaris/USD toolsets within proprietary Conduit version-controlled pipeline, used by 150+ artists, including asset/shot/scene authoring, asset structure, shot/instance overrides, export management, and asset path processing. Advised TDs and artists (environments, fur, lighting, effects) in integrating Solaris and USD concepts into workflows.
- Designed materials and lighting LOPs/USD/RenderMan workflows, including material library, materialization in context, lighting constraints and guides. Worked with technology and production stakeholders to prioritize production needs and long-term goals for material workflows.
- Organized user testing, documentation, and rollout for core Houdini toolsets. Helped oversee Houdini development in core packages, ensuring standards and stability through code reviews and testing. Maintained vendor relationships with SideFX—collaborating on goals and priorities, logging bugs and features. Identified build candidates for internal production adoption and communicated version changes to stakeholders.
- Supported artists in new USD and Conduit pipeline through office hours, wiki documentation, training sessions, and day-to-day debugging. Front-line asset and shot artist support on *Untitled Disney+ Shorts Project* (2021) and *Nimona* (2022).

Render TD

JUNE 2018–OCTOBER 2019

- Sequence TD for eight sequences on *Spies in Disguise* (2019), supporting sequences out of animation through shot lighting and final render, overseeing 15% of final footage, a total of 450+ shots. Resource prioritization, farm management, and render projections.
- Key technical lead for sequences, reviewing footage for quality control at various stages of the shot pipeline, triaging and debugging with asset, performance, and finishing departments (proprietary Studio++ renderer and scene description format, Maya, Nuke).
- Collaborated with lighting leads and upstream asset departments to optimize memory, render quality, render times, and complexity.

Pixar Animation Studios *Technical Director, Sets Tech/Global Tech Intern*
EMERYVILLE, CA / SUMMER 2017

- Sets Tech/Global Technology engineer on *Incredibles 2* (2018). In five production projects, developed tools, scripts, and improvements (Python, C++, Maya, Houdini, Katana) for the production's set extension rendering, vegetation rigging and simulation, and shot light optimization USD/RenderMan pipelines.
- Additional procedural asset modeling/look development in Houdini and Maya.

Ingenuity Studios *Technical Director, Pipeline Intern*
LOS ANGELES, CA / SUMMER 2016

- Built tools (Python, Node.js, MongoDB) used throughout Ingenuity's visual effects pipeline. Tools Developer credit on *Get Out* (2017).
- Refactored, deployed, and maintained the studio's 60+ node render farm, including updating submission dialogs and scripts for Maya, Houdini, Nuke.

Brown Computer Science *Head Teaching Assistant*
PROVIDENCE, RI / SPRING 2017–SPRING 2018

- Head undergraduate teaching assistant for Computer Animation I and II courses with Barbara Meier. Developed course materials, held office hours (4hrs/wk), and provided mentorship for student projects.
- 2017 Undergraduate Teaching and Research Awards grant recipient to complete "Teaching the Animation Pipeline" project, developing and updating 13 tutorials, teaching modeling, shading, and lighting for Maya and Arnold.