

# ALEKSANDAR KOCIC

PIPELINE DEVELOPER/TECHNICAL DIRECTOR

## CONTACT

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## SKILLS

### Scripting and Programming

Python, PyQt/PySide, MEL,  
JavaScript, shell

### CG Software

Maya, Houdini, Nuke, Fusion,  
Photoshop, After Effects, zBrush,  
Shotgun, Deadline

### Other

Git, SVN, ffmpeg, Linux (basics)

## LANGUAGES

### Serbian

native speaker

### English

very good skills both in writing and in  
verbal communication

## EDUCATION

### Maya Technical Directors Course

Serguei Kalentchouk  
2018

### University of Novi Sad

BA in Animation and Visual Effects  
2008 - 2013

### High School of Economy in Bor

Diploma in Business Administration  
2004 - 2008

## EXPERIENCE

### Pipeline Programmer

3Lateral, Novi Sad / Sep 2020 - PRESENT

- Ongoing efforts

### Pipeline TD

Crater Studio, Belgrade / Apr 2018 - Sep 2020

- Multiyear engagement in rebuilding the studio pipeline from the ground up
- Developed environment setup procedure (wrappers) for DCC applications
- Developed custom tools for Maya, Houdini and Nuke
- Responsible for Shotgun Toolkit integration, development and maintenance
- Authored scripts and plugins for Deadline render farm software
- Wrote a server application for VR project dealing with GPS/geodetic data
- Lead an effort to improve communication tools and channels
- Wrote and maintained both technical and production documentation

### Pipeline TD

Eipix Entertainment, Belgrade / Oct 2017 - Mar 2018

- Implemented and maintained render farm software (afanasy)
- Developed custom tools for Autodesk Maya and Blackmagic Design Fusion
- Supported artists in technical areas (hair systems and distributed rendering)
- Implemented tool distribution, shared resources and multi-location sync system
- Responsible for layout, compositing and production coordination

### Pipeline Developer

Eipix Entertainment, Belgrade / Mar 2016 - Oct 2017

- Standardized folder structure and naming convention across all art departments
- Developed task tracking, metadata collection and task-starter tool
- Wrote scripts for Maya, 3dsMax, After Effects and Photoshop
- Responsible for video encoding and decoding
- Helped develop an internal production tracking system
- Combined external APIs with internal production tracking tools
- Wrote render manager and publishing tool for cinematic artists
- Set up and maintained an internal GitLab instance

### Lead Cinematic Artist

Eipix Entertainment, Novi Sad / Nov 2014 - Mar 2016

- Co-lead a team of 20+ artists in creating cinematics for HOPA and F2P games
- Storyboarded and directed numerous cinematics and trailers
- Developed a reliable and repeatable production workflow
- Helped spread best practices to other teams in the company

### Senior Cinematic Artist

Eipix Entertainment, Novi Sad / Feb 2013 - Nov 2014

- Animated a number of cinematics for HOPA games
- Mentored and supported other artists

### Freelance

Freelance, Novi Sad / Sep 2012 - Feb 2013

- Matte-painting, book cover design, 2D and 3D animation

## REFERENCES

**Marko Milicevic**, Senior Digital Composer at Framestore  
marko.milicevic@framestore.com

**Dusan Kovic**, Texture and Lookdev Artist at Autodesk  
dusan.kovic@autodesk.com

**Aleksandar Nadj**, CG Generalist at Pixomondo  
aleksandar.nagy@pixomondo.com

**Cassandra Bakic**, Department Manager at Weta Digital  
cbakic@wetafx.co.nz

**Bogdan Amidzic**, VFX Supervisor at Crater Studio  
bogdan.amidzic@craterstudio.com

**Nikola Milosevic**, Principal Product Designer at Autodesk  
nikola.milosevic@autodesk.com