
Keith LaPlume

Pipeline Technical Director

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SKILLS

I have experience building tools and pipeline workflows with the following technologies:

- Python
- PyQT
- Flask
- Pyblish
- Maya Cmds API
- Maya PyMEL API
- Git
- Docker
- C++
- PHP
- CSS
- Javascript
- Generative AI
- Object Oriented Programming
- Functional Programming
- Microservice Architecture
- RESTful API
- USD

I have created digital content with a wide range of software such as:

- Maya
- Vray
- Arnold
- Katana
- Nuke
- Fusion
- Unreal Engine
- Unity
- Deadline
- Premiere
- Davinci
- Resolve
- After Effects
- Photoshop
- Stable Diffusion
- Ftrack
- Autodesk Flow Production Tracking (formerly Shotgun, Shotgrid)

WORK HISTORY

Snowball Studios, Toronto

Pipeline Technical Director

SEP 2022 - PRESENT

- Develop Python-based pipeline tools and workflows to enhance productivity
- Review client delivery specifications thoroughly for pipeline compatibility
- Plan resources for productions based on estimates, updating plans through ongoing data analysis
- Collaborate with the IT Department to strategize and maintain technology services
- Utilize Shotgrid API to develop tools and manage Shotgrid Webhooks efficiently
- Develop automation scripts for artists using Maya Cmds API and PyMEL API
- Build validation checkpoints using Pyblish plugins to maintain clean Maya files and ensure proper publishing
- Design, develop, and troubleshoot all the technical aspects of the Lighting Pipeline
- Ingest assets into Unreal Engine and optimize assets for real-time rendering
- Prepare documentation and conduct training sessions for artists on new tools and workflows
- Mentor junior members of the Technical Team and provide guidance to junior artists on workflows and techniques

Junior Technical Director

JUL 2021 - SEP 2022

- Utilize functional programming to develop pipeline tools for a Flask-based Microservice Architecture
- Collaborate with the Toronto pipeline team to transition to Tel Aviv's Object-Oriented pipeline architecture.
- Create an artist-friendly UI for batch processing using PyQt
- Develop the checkpass workflow for "Batwheels" (Warner Bros)
- Implement a fully automated turntable creation pipeline for modeling and shading turntables, catering to both artists and production needs
- Build a shot delivery system to transcode and rename shots and mattes according to Warner Brothers' requirements
- Build a Nuke pipeline tailored to "Batwheels" (Warner Bros) compositing requirements
- Devise a solution to address motion blur and caching challenges associated with high-speed wheel rotation
- Provide software support and troubleshooting for Maya, Vray, Fusion, Nuke, and Shotgrid

Lighting, Rendering, Compositing Lead Artist

JUN 2019 - JUL 2021

- Lighting, rendering, and compositing for episodes of "Alien TV" (Netflix) and "Muppet Babies" (Disney) using Maya, Arnold, Vray, and Fusion.
- Integrate animation elements into live-action plates
- Manage and mentor a team of junior artists

Kerosene VFX, Toronto - *Motion Graphics Artist/Compositor*

SEP 2018 - APRIL 2019

- Produce animations and composite multipass renders for episodes of "Mighty Trains" and "Mighty Cruise Ships" television series (Discovery Channel)
- Develop and animate motion graphics for "Hip-Hop Evolution" (Netflix)
- Provide additional compositing support for various other film and television projects

Trixter Canada, Toronto - *Lead Compositor/On Set Supervisor*

AUG 2017 - AUG 2018

- Coordinate with key creatives and oversee visual effects production during the initial weeks of filming in Atlanta, Georgia
- Create visual effects for Superstition (Netflix) using Blender, Fusion, After Effects
- Lead a team of six visual effects artists, ensuring effective management of resources and meeting demanding project timelines

Oh Yuck Productions, Toronto - *Post Production Supervisor*

SEP 2016 - SEP 2017

- Coordinate Editorial, Visual Effects, Online Editing, and Colour Grading processes to ensure seamless integration and alignment with project goals
- Maintain strict adherence to schedules, ensuring timely delivery of all project components
- Solve technical production problems as they arise

Trixter Canada, Toronto - *Lighting, Rendering, Compositing Lead Artist*

MAR 2016 - AUG 2016

- Produce high quality computer animations using Maya, Vray, Fusion, and After Effects
- Optimize pipeline efficiency and decision-making processes to maintain a seamless workflow

A Type Production, Toronto - *Visual Effects Supervisor*

JUL 2015 - FEB 2016

- Lead a team of artists to create visual effects for a feature film
- Collaborate with the director to plan visual effects sequences through pre-visualization
- Provide on-set supervision of visual effects sequences
- Direct second unit filming of pyrotechnic sequences to capture dynamic visual elements for the film's visual effects

Silhouette Media Group, Toronto - *Real Time Technical Artist*

JAN 2015 - JUL 2015

- Create real time graphics for a video game installation rendered in Unity
- Use Javascript to program interactions for real time effects

Deadly Voltage Productions, Toronto - *Visual Effects Artist*

SEP 2014 - JAN 2015

- Create high quality composites for feature film

Marketing & Creative Services, Toronto - *Videographer*

MAY 2011 - JUL 2014

- Produce and edit engaging video content for the university website, capturing diverse events and initiatives
- Conduct both formal and impromptu interviews with a wide range of individuals to gather compelling narratives and insights for video content

EDUCATION

York University, Toronto - *Digital Media B.A. Honours*

School of the Arts, Media, Performance & Design

- Studied 3D simulations and animation, artistic theories and cultural impact
- Developed original digital media objects and experiences such as mobile apps, immersive and 3D environments, data visualization, interactive performance and more
- **Dean Prize for Excellence** - 2013
- **Fine Arts Cultural Studies Award** - 2011
- **Awards of Distinction Merit Scholarship** - 2009