

Lucas Brown

Senior Pipeline TD | CGI Automation Lead | Technical Workflow Architect

(747) 221-4849 | Austin, TX | ImLucasBrown@gmail.com | [linkedin.com/in/imlucasbrown](https://www.linkedin.com/in/imlucasbrown)

Experienced Technical Manager and Pipeline TD with a track record of improving 3D content workflows through automation, cross-team coordination, and thoughtful tooling. Over the past three years, has led pipeline initiatives spanning asset publishing, QA gates, and ML asset pipelines; cutting prep time and reducing regressions. Focused on scalable systems, team mentorship, and practical adoption of emerging tech like USD and Gen AI.

SKILLS

- Python Automation & CI/CD
- Virtual Production Workflows
- SageMaker, NeRF/Gaussian Splats, and Generative AI Tooling
- Distributed Pipelines (AWS, ShotGrid/Flow)
- USD Integration
- Cross-Team Coordination & Roadmapping
- DCCs: Blender, Maya, 3ds Max, Unreal
- QA Systems & Regression Testing

WORK HISTORY

3D Technical Director *TurboSquid by Shutterstock (Remote)* (Jun 2022 - Present)

- **Built** scalable, testable pipelines for next-gen 3D content delivery.
- **Automated** QA gates and CI/CD, reducing regressions and manual overhead.
- **Led** cross-team coordination across engineering and product; drove releases and roadmap execution.
- **Productionized** generative 3D in partnership with NVIDIA, including ML pipelines and spatial capture.
- **Unified** interoperability between Blender, Maya, C4D, and 3ds Max for asset consistency.

Pipeline TD - *SGS & Co. - Thr3d CGI (Remote)* (Mar 2021 – Jun 2022)

- **Delivered** apps to ShotGrid ecosystem with AWS-based event and webhook architecture.
- **Built** regression suites and unit tests for asset/event pipeline QA.
- **Improved** Deadline render task throughput.
- **Mentored** TDs and coordinated across daily standups.

Pipeline TD - *Sunrise Productions (Cape Town, Hybrid)* (Sep 2019 – Dec 2020)

- **Built** and maintained the NXT full stack app, powering rig and tool authoring. nxt-dev.github.io
- **Researched** and implemented early build of USD for cross-DCC asset portability.
- **Built** CLI tooling for asset ingestion and publish validation.

Character Rigger - *Pretty Simple Games (Paris, France)* (Nov 2017 – May 2019)

- **Rigged** game-ready characters and props for mobile title.
- **Developed** Maya tools for mocap retargeting, editing, and QTE prototyping.

EDUCATION

Bachelor of Science in Effects Animation

Southern Adventist University, Collegedale, TN

Awarded "Excellence in Character Technical Direction"

Technologies & Keywords

Python, Blender, Maya, 3ds Max, Unreal Engine, USD, ShotGrid, Flow, AWS, CI/CD, QA Automation, NeRF, Gaussian Splatting, Virtual Production, Technical Art, CGI Automation, Pipeline TD, Cross-Functional Team Leadership, Asset Publishing, Regression Testing, CLI Development, Render Farm Management, Generative AI, Production Workflows