Luca Scheller

Software Engineer

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About Me

Name | Luca Scheller
Languages | English, German
Location | Vancouver, BC, Canada
Relocation | Open To Relocation, Work Permit For EU
Primary Objective | Senior Software Engineer
Secondary Objective | Lead Software Engineer

Objective

Passionate software developer with emphasis on pipeline architecture and effective team development to help your company achieve its goals faster. Core skills include programming in Python/C++ and production proven workflow & tool building. Self-driven and communicative team player who creates thriving collaborative environments through proactive problem-solving and who loves sharing his knowledge about the latest VFX trends.

Core Competencies

- Software/pipeline development using OpenUSD/Houdini/Python/C++
- Solid foundation in all things VFX allowing for efficient communication and solution finding across various departments
- Keen eye for detecting and addressing planning & management bottlenecks whilst keeping to project and resource restraints
- Training and mentoring software developers and artists

Software Skills

- Code: Python (incl. Qt) | C++ | Vex | Git | Html/CSS/JavaScript (Basics)
- APIs: OpenUSD | OpenImageIO | OpenImageDenoise | SQLAlchemy
- DCCs: Houdini | Maya | Blender | Nuke (Essentials) | Photoshop
- Render Engines: Karma | RenderMan | V-Ray | Cycles | Mantra

Work Experience

Jan. 2024 - present
Pipeline Developer / Software Engineer Eyeline Studios / Scanline VFX
- Create modular UI components for packaging framework, task management and OpenUSD inspection
- Prototype data structuring APIs and co-design backend services abstraction layer
- Collaboratively develop core packaging and scene management system and its integration into Houdini
- Consult on OpenUSD best practices and migrate texturing/shading pipeline to be OpenUSD/Houdini centric

April 2020 - Jan. 2024
Pipeline Developer RISE | Visual Effects Studios
- Collaboratively design and develop OpenUSD based pipeline (Solaris/Houdini/Maya)
- In cooperation with Head Ofs, leads and artists define criteria and scope for features/tools
- Proactively engage in (department/project-) meetings to identify needs early on and offer solutions
- Advocate for and set standards in various areas of the pipeline to streamline development
- Onboard, support and mentor pipeline TDs, project TDs and artists

July 2015 - April 2020
3d Generalist / FX TD / Pipeline TD südlich-t
- 3d Generalist/FX TD: Work on international TV commercials for clients such as BMW, Toyota, Bosch and Henkel
- Pipeline TD: Maintain studio pipeline, handle ACES implementation and integration of Houdini
- Mentor: Teach Houdini introduction classes and create internal workflow/tool documentation

Jan. 2018 - present
Tool Development / Tutorials
Developing my own open source tools & creating tutorials/guides on various topics, see publications

Certifications

August 2025
NVIDIA Certified Professional: OpenUSD Development
The NCP-OpenUSD Development certification is an intermediate-level credential that validates a candidate's ability to build, maintain, and optimize 3D content creation pipelines using OpenUSD.

Publications

August 2023
USD Survival Guide - A Practical Onboarding Guide to OpenUSD for Pipeline TDs
The USD Survival Guide was presented at the Siggraph 2023 conference as part of the Houdini HIVE.
For more information visit lucascheller.github.io/VFX-UsdSurvivalGuide

August 2023
USD Asset Resolver - Practical Example/Reference Implementations
A suite of reference implementations of OpenUSD asset resolvers for RnD and production.
For more information visit github.com/LucaScheller/VFX-UsdAssetResolver

January 2020
LYNX VFX Toolset - Digital Production Magazine | Issue 2020/01
Responsible for the cover picture & article about my LYNX VFX toolset

Education

Jan. 2011 - present
Further Education via Conferences / Working Groups / Courses & Workshops
Activate participant of Siggraph, ASWF working groups and various courses/meetups

Apr. 2013 - Sept. 2014
PIXL VISN Media Arts Academy - Vocational Supplementary School
3D Animation & VFX Diploma