



# Luca Scheller

## Pipeline Developer

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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 | Lead Pipeline Developer  
Secondary Objective | Senior Pipeline Developer

### 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 Scanline VFX

- 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 Of's, 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 GmbH

- 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

### 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](http://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](https://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