RYAN R BLAND

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https://github.com/rbland

www.ryan-bland.com

LANGUAGES

Python

C++, C#

MELScript

Bash, CShellTECHNOLOGY

PyQt, PySide

Elasticsearch, Docker

MongoDB, PostgreSQL

SVN, Git, BitbucketSOFTWARE

Maya, Houdini

Mari, Nuke

RV, FFmpeg

Krita, Photoshop

I am a pipeline and tools engineer with over 10 years experience in the animation industry pursuing senior software engineering positions. I have thrived steering the design and implementation of multiple studio pipelines and I am excited to contribute in all areas of the technology stack.

QUALIFICATIONS

* Expertise creating tools & plug-ins for the entertainment industry
* Experience creating backend services for web and desktop applications
* Capable of producing robust, object-oriented software in a variety of languages
* Expert level UI creation using PyQt
* Independent adaptation to new applications and technologies
* Commitment to the highest degree of quality in my work
* Excellent communication skills and team experience
* Passion for CGI using both offline and real-time technology

EXPERIENCE

**Principal Engineer - Blue Sky Studios**

February 2020 – Present

* Worked as a major contributor to “Conduit”, a microservice-backed studio pipeline that provided version control, dependency tracking, DCC integration, tagging, media management, and more
* Provided technical leadership and backend services for the web team to create “Portal”, a media browsing, playback and review tool. Services included:
  + Media tracking
  + Search
  + Tagging
  + Playlists
  + Shot Browser
  + File Hosting (NginX)
* Supported other engineers, TDs and interns to implement pipeline dependent tools through one-on-one discussion, code reviews, presentations, and documentation
* Researched a media streaming solution leveraging HLS, ffmpeg, gpac, NginX and proprietary services

**Production Engineer - Blue Sky Studios**

August 2018 – February 2020

* Created “Hub”, a universal desktop tool for viewing and editing production data
* Implemented full-stack desktop tools to search production data using Cassandra, Elasticsearch, Docker, Django, and Qt
* Authored DCC-integration API to allow third-party tools to be executed within the pipeline environment
* Provided command line tools to facilitate Git-Jira-Bitbucket workflow

**Pipeline Engineer - Reel FX Creative Studio**

December 2009 – July 2018

* Designed and implemented core studio pipeline and API
* Integrated new software as production demands required
* Led and mentored other developers
* Integrated and administered MongoDB and PostgreSQL databases
* Implemented an ORM to manage schemas and provide a developer-friendly API
* Planned and authored a multi-platform CI/CD system leveraging BuildBot
* Authored a cross platform API to submit jobs to the render farm
* Implemented a variety of artist tools across multiple productions
* Created a configuration management system to control proprietary code integration, 3rd party software versions, cinematic settings (frame rates, camera, resolution), file formats, and more

**Game and Pipeline Developer - Texas Engineering Experiment Station**

January 2009 – December 2009

* Utilized C# and XNA to implement an engine for an educational FPS-style game

**Senior Graphic Designer - Net Perspective**

January 2006 - January 2009

* Created web applications and animations using Adobe Flash
* Designed and developed websites using HTML, CSS, JavaScript, and PHP

TALKS & PUBLICATIONS

**Conduit: A Modern Pipeline for the Open Source World**

SIGGRAPH - Paper & Talk 2019

<https://dl.acm.org/doi/10.1145/3306307.3328175>

**Non-noxious Nomenclature**

Medium - Blue Sky Tech Blog 2018

<https://medium.com/blue-sky-tech-blog/non-noxious-nomenclature-977a173c6826>

EDUCATION

**Texas A&M University**

* 3 Years in Visualization Sciences, GPR 3.8
* B.S. of Environmental Design, 2006. Graduated Summa Cum Laude

REFERENCES AVAILABLE BY REQUEST