

Aleksandar Kocić

Last updated in January 2021. Get the latest version at www.aleksandarkocić.com/resume.

Pipeline Programmer | Technical Director Pipeline Programmer aleksandarkocić.com
[in linkedin.com/in/koaleksa](https://www.linkedin.com/in/koaleksa) koaleksa@gmail.com
github.com/koaleksa (+381) 69 21 97 318

About

I develop methods and tools that richly integrate the capabilities of people and machines in efforts to produce film, animation and game experiences. I combine skills and deep understanding of **processes, data management, programming, and human-computer interaction** to enable effective means for tight collaboration on projects of any scale.

Experience

- | | | |
|----------------------|--|--------------|
| present
Sep 2020 | Pipeline Programmer at 3Lateral | Novi Sad, RS |
| | <ul style="list-style-type: none">■ Ongoing efforts | |
| Sep 2020
Apr 2018 | Pipeline TD at Crater Studio | Belgrade, RS |
| | <ul style="list-style-type: none">■ Multiyear engagement in rebuilding the studio pipeline from the ground up■ Developed environment setup procedure (wrappers) for DCC applications■ Developed custom tools for Maya, Houdini and Nuke■ Responsible for Shotgun Toolkit integration, development and maintenance■ Authored scripts and plugins for Deadline render farm software■ Wrote a server application for VR project dealing with GPS/geodetic data■ Lead an effort to improve communication tools and channels■ Wrote and maintained both technical and production documentation | |
| Mar 2018
Oct 2017 | Pipeline TD at Eipix Entertainment | Belgrade, RS |
| | <ul style="list-style-type: none">■ Implemented and maintained render farm software (afanasy)■ Developed custom tools for Autodesk Maya and Blackmagic Design Fusion■ Supported artists in technical areas (hair systems and distributed rendering)■ Implemented tool distribution, shared resources and multi-location sync system■ Responsible for layout, compositing and production coordination | |
| Oct 2017
Mar 2016 | Pipeline Developer at Eipix Entertainment | Belgrade, RS |
| | <ul style="list-style-type: none">■ Standardized folder structure and naming convention across all art departments■ Developed task tracking, metadata collection and task-starter tool■ Wrote scripts for Maya, 3dsMax, After Effects and Photoshop■ Responsible for video encoding and decoding■ Helped develop an internal production tracking system■ Combined external APIs with internal production tracking tools■ Wrote render manager and publishing tool for cinematic artists■ Set up and maintained an internal GitLab instance | |

Mar 2016 **Lead Cinematic Artist at Eipix Entertainment** Novi Sad, RS
Nov 2014

- Co-lead a team of 20+ artists in creating cinematics for HOPA and F2P games
- Storyboarded and directed numerous cinematics and trailers
- Developed a reliable and repeatable production workflow
- Helped spread best practices to other teams in the company

Nov 2014 **Senior Cinematic Artist at Eipix Entertainment** Novi Sad, RS
Feb 2013

- Animated a number of cinematics for HOPA games
- Mentored and supported other artists

Feb 2013 **Freelance**
Sep 2012

- Matte-painting, book cover design, 2D and 3D animation

Education

2008–2013 **BA in Animation and Visual Effects, University of Novi Sad** Novi Sad, RS
2004–2008 **Diploma in Business Administration, High School of Economy** Bor, RS

Courses

2020 **Architecting on AWS, Semos Education** Belgrade, RS
2020 **Developing on AWS, Semos Education** Belgrade, RS
2018 **Maya Technical Directors Course, Serguei Kalentchouk** Belgrade, RS

Skills

Programming

Python, PyQt/PySide, MEL, JavaScript, Shell native speaker

CG Software

Maya, Houdini, Nuke, Fusion, Photoshop, After Effects, zBrush, Shotgun, Deadline

Other

Git, SVN, ffmpeg, Linux (basics)

Languages

Serbian

native speaker

English

very good skills both in writing and in verbal communication

References

Marko Milićević

Senior Digital Composer at Framestore
marko342@yahoo.com

Dušan Ković

Texture and Lookdev Artist at Autodesk
dushmank@gmail.com

Aleksandar Nadj

CG Generalist at Pixomondo
nadjaleksandargrid@gmail.com

Cassandra Bakić

Department Manager at Weta Digital
cassandra.bakic@gmail.com

Bogdan Amidžić

VFX Supervisor at Crater Studio
bogdan.amidzic@craterstudio.com

Nikola Milošević

Principal Product Designer at Autodesk
nikola.milosevic@autodesk.com