# ELLIOTT CATTELL

SUPERVISING
TECHNICAL DIRECTOR

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## Skills

CG Pipeline, Rendering, OOP,
Agile, Path Tracing Optimization

## Languages
Python, C++, Lua, C#, Java, SQL

## Software and Frameworks
USD, Katana, Maya, Houdini
ELK Stack (Kibana / Elasticsearch)

## Hey there! I'm Elliott.

For nearly a decade, I've built technology to enable the ambitions of world-class artists.
My career includes pioneering efforts in graphics pipeline development and significant contributions to acclaimed animated features. I've nurtured talent and innovation within top-tier teams and fostered a culture of empathy, open dialogue, and creative problem-solving.

## Experience

### *Pixar Animation Studios*

**2024 - Present**

**Supervising Technical Director for Sequence, Rendering, and Lightspeed Optimization**
• Supervising several departments that act as the hub of the production pipeline on an upcoming film: Sequence, Rendering, and Lightspeed Optimization.
• Through the Sequence Department, overseeing technical strategy for cross-departmental creative challenges and sequence-specific pipeline.
• Directing all aspects of rendering on the film—iterative to final—by supervising render optimization, troubleshooting, artifact compositing, and balancing interdepartmental farm usage to hit delivery deadlines.
• Overseeing the show's dailies review process and director review processes, which serve as the central point of collaboration between departments.
• Serving as the main liaison with studio entities like Tools, Render Pipeline Group, Systems, and Production for issues pertaining to rendering, diskspace, IO, and optimization.
• Determining budget, schedule, and staffing responsibilities within my departments
• Acting as the advocate and domain expert for the Sequence, Rendering, and Lightspeed departments in discussions with the Director, Producer, and VFX Supervisor.
• Supervising, prioritizing, forecasting, and optimizing the show's CPU, memory, storage, and IO across the diskfarm, modelfarm and renderfarm.
• Mentoring Leads and TDs, setting ambitious objectives and fostering professional development.

**2021- 2024**

**Lead Technical Director, Global Technology**
Global Technology Lead on Elio and another future release, where I led the team of software engineers responsible for the development and support of each film's codebase and pipeline.

**2019 - 2021**

**Lead Technical Director, Sequence**
Sequence Lead on *Soul*, *Luca*, and *Turning Red*, where I was responsible for the sequence-specific pipeline of about 8-10 sequences in each film, anticipating and responding to emerging technical problems in each of those sequences.

**2016 - 2019**

**Technical Director and Software Engineer**
Applied broad technical expertise across several departments, including Global Technology, Tools, and Lightspeed between the releases of Incredibles 2 and Onward. My contributions in these departments spanned pipeline development, software engineering, and rendering optimization.

### *Blue Sky Studios*

**2016 - 2019**

**Production Engineer**
Developed tools and improved pipeline on the time frame of *Ice Age: Collision Course* and *Ferdinand*.

### *Internships*

2014 - **Production Engineering Intern |** Blue Sky Studios
2012 - **Technical Undergraduate Program Intern |** Pixar Animation Studios

## Education

**Chapman University**
**B.F.A. in Film Production, Minor in Computer Science, 2014**
Additional coursework: 17 CS courses at Chapman and Stanford, exceeding minor requirements
Magna cum laude (3.89 GPA), President of Chapman University ACM Chapter (Fall 2014)