

ELLIOTT CATTELL

SUPERVISING TECHNICAL DIRECTOR



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Skills

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

Languages

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

Software and Frameworks

USD, Renderman, Katana, Nuke, Maya, Houdini, ELK Stack

Hey there! I'm Elliott.

Over the past decade, I've led both software engineering teams and production TD departments on acclaimed animated features. My work has directly accelerated creative iteration, improving artist productivity and production budgets. I've also nurtured talent and fostered a culture of empathy, innovation, and creative problem-solving to enable world-class artists to fully realize their ambitions.

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 renderfarm and diskfarm.
- Mentoring Leads and TDs, setting ambitious objectives and fostering professional development.

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

2015 - 2016

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, 2015

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)