

ERNESTO DEL VALLE M.

Pipeline TD & Technical Artist

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[Portfolio \(GitHub\)](#) | [LinkedIn](#)

SUMMARY

Hybrid Pipeline TD and Technical Artist with a dual background in Informatics Engineering and Film Production. Expert in DCC automation via Blender Python API (bpy, bmesh) and rendering orchestration. Focused on building robust, artist-centric tools that eliminate production bottlenecks through deterministic environment management and headless render pipelines.

TECHNICAL SKILLS

- **Core Tech:** Python (Advanced), C/C++, Bash, JSON, MySQL, PostgreSQL, Linux/Unix (Debian/Arch).
- **Pipeline & API:** Blender Python API (bpy, bmesh), Kitsu (Gazu API), Git/SVN, CustomTkinter, PyQt/PySide, DCC Sandboxing.
- **Art & Rendering:** Geometry Nodes (Procedural Generation), Cycles/EEVEE Optimization, Render Layers & Compositing.
- **Technical Art:** Geometry Nodes (Procedural Generation), Cycles/EEVEE Optimization, Render Layers & Compositing.

PROFESSIONAL EXPERIENCE

Macuare Studio | Pipeline TD & Technical Artist | 2018 - Present

- Engineered "Macuare Hub", a Python-based environment manager that sandboxes DCC executions via JSON manifests, ensuring 100% backward compatibility across versions.
- Developed a Procedural Trabecular Bone Generator using Geometry Nodes and Voronoi math, reducing asset creation time from days to minutes.
- Implemented JIT credential interception with an in-memory vault and Kitsu API SSO, securing studio data without local disk footprints.

MyStoryBook | Head of Technical Story Development | 2023 - 2024

- Directed technical workflows for AI-generated storybooks, bridging procedural asset generation with narrative output.
- Optimized prompt-to-image delivery pipelines to maintain visual consistency across multiple automated art styles.

Fox AE | Lead Technical Animator | 2022 - 2023

- Led forensic animation projects from conception to delivery, meeting strict legal

deadlines with high visual accuracy.

- Optimized rendering setups and asset pipelines for fast-turnaround production cycles.

Macuare Producciones | Technical Director & Pipeline Engineer | 2004 - 2017

- Directed and engineered the pipeline for the 3D animated TV series "Historias Nativas".
- Developed a hybrid Python/Bash headless rendering framework to automate Render Layer Z-masking and Compositor outputs, preventing human error during overnight farm rendering.
- Wrote headless Python migration scripts to batch-update `bpy.data.libraries` across hundreds of shots, solving critical storage duplication bottlenecks.

LEADERSHIP, MENTORSHIP & SPEAKING

- **Speaker, Blender Conference (Amsterdam, 2012):** Presented *"Native Stories: Learning by producing a 3D TV series for children in Venezuela"*.
- **Technical Facilitator (2008 - 2011):** Led multiple rigorous training programs across Venezuela (CNAC, PDVSA, CNCA), teaching 3D pipeline workflows, open-source adoption (Blender/Linux), and post-production techniques to aspiring artists and studio teams.
- **Co-organizer & Speaker:** 1st Blender Venezuela Symposium (2010), presenting advanced modeling, shading, and pipeline production using FOSS.

EDUCATION & LANGUAGES

- **Informatics Engineering** (3,5 years completed) | Universidad Nacional Experimental del Táchira.
- **Film Production** (2.5 years completed) | Universidad de los Andes.
- **3D Character Animation** | Keyframe Online Animation School
- **Languages:** Spanish (Native), English (Professional Working Proficiency).