Christopher **Heckey**

Pipeline Developer
Los Angeles area
chrisheckey@gmail.com Christopher Heckey

Summary

Pipeline developer with more than a decade in feature and TV animation. I build artist-facing tools, studio microservices, and the delivery workflows that connect in-house teams with partner studios around the world.

Experience

Pipeline Developer

Netflix Animation Studios — Jan 2022 – Oct 2026

- Developed and maintained feature animation tools for Art, Story and PreVis.
- Built microservices on Netflix's infrastructure platform to support a globally distributed workforce.
- Coordinated with vendors to test and integrate off-the-shelf tools (Foundry Flix, Toon Boom Storyboard Pro, Adobe Photoshop, Maya).
- Developed and maintained delivery, ingestion and "round-tripping" tools for partner studios and internal departments.

Pipeline Developer

Buck Design — Sept 2019 – Jan 2022

- Developed and maintained the CG Animation group's pipeline tools (Maya, Houdini, Nuke, Cinema 4D).
- Explored cloud platforms for distributed studio pipeline solutions (GCP, AWS).
- Developed and maintained Adobe plugins (Photoshop, After Effects).
- Moved the pipeline onto industry standards (Rez, USD).

Lead FX Pipeline TD

DreamWorks TV — May 2017 – Sept 2019

Fast & Furious: Spy Racers, Jurassic World: Camp Cretaceous

- Automated and improved FX workflows with new tools and cross-department collaboration.
- Maintained and tracked libraries of VFX assets, presets and setups.
- Developed standards and tooling for partner studios to keep overseas results high quality and asset shipping smooth.
- Worked with Operations and Engineering to improve render farm (Deadline) usage and troubleshoot issues.
- Supported in-house and overseas FX artists by removing technical blockers, automating work, and helping adopt new software (Houdini, Chaos Phoenix).
- Reviewed code from FX TDs and trained new FX artists and TDs.

Pipeline TD

Blur Studio — Sept 2016 – May 2017

- Developed and maintained in-house tools and frameworks for 3ds Max (Cross3d).
- Kept tool and workflow documentation accurate.
- Integrated tools with asset tracking through the ShotGrid APIs.

Pipeline TD

DreamWorks TV — Jan 2015 – Aug 2016

King Julien, Puss in Boots, DinoTrux, Voltron, Spirit

- Built artist workflow automation tools with the Maya APIs.
- Taught artists evolving workflows through documentation and presentations.
- Integrated with studio asset tracking through the ShotGrid APIs.
- Developed for both Windows and Linux.

CG Generalist

DreamWorks TV — May 2014 – Jan 2015

King Julien, Puss in Boots, DinoTrux, Voltron, Spirit

- Kept CG asset quality high as assets moved through the pipeline.
- Scripted scene and asset assembly workflows with the Maya APIs.

CG Generalist

Nickelodeon Animation Studios — Jan 2013 – May 2014

Teenage Mutant Ninja Turtles

- Kept CG asset quality high as assets moved through the pipeline.
- Created low-resolution and proxy geometry from high-resolution assets.

Skills

Agentic engineering — Compound Engineering practices, Standardizing workflows as a team lead, Mentoring both dev and non-dev team members in adopting agentic workflows

Pipeline development — DCC tools and plugins (Photoshop, Maya), Quality assurance and partner delivery/ingestion, Asset and shot tracking (ShotGrid / Flow Production Tracking), Dependency and configuration management (Rez), Multi-platform development (Linux, Windows, macOS), User interfaces in PySide / Qt for Python

Web development — Web frontends (React, TypeScript, Apollo GraphQL), Microservice backends (Python, Go, Docker), Cloud platforms (GCP, AWS, Cloudflare)

Education

B.F.A. Animation/Illustration

San Jose State University — 2007 – 2013

Focus in computer graphics