

Akash Srivastava

Creative Technologist

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I build **systems**, develop **people**, and solve **problems** at the intersection of technology, creativity. I've spent my 15+ years of a career working at the intersection of creativity, technology, and people.

Technology Manager, DNEG

Apr 2024 — Present · 2y 3m

- Created DNEG's **Global technology onboarding program**, for the onboarding of **120+ technology hires globally** while reducing trainer-led effort by **60% (5 hours/week to 2 hours/week)**
- Trained, assessed **20 engineering graduates** through a **6-month** program featuring **130+** training hours, **20** real-world projects, **20** stakeholder reviews, and **40** structured evaluation interviews.
- Helped design an **AI-powered learning ecosystem** intended to support workforce development to **onboard 200–250 future technology hires**, alongside external client training initiatives.
- Designed and implemented a technology-wide **skills assessment framework** for **100+ developers** across 7 technology domains, enabling data-driven capability development and workforce planning.

Technology Trainer — DNEG

Aug 2022 — Mar 2024 · 1y 8m

- Delivered technical training and onboarding programs for pipeline, product, and software developers across DNEG technology teams and on-boarded **30+ technology new hires in 1.5 years**
- Designed learning programs covering **Python, pipeline** development, **REST APIs**, and software engineering fundamentals.
- Delivered technical upskilling programs for **40+ developers**, TDs, and artists, covering Python, PySide, software development workflows, and pipeline technologies. Department-level training sessions for *new tools, workflows* across multiple teams.
- Coordinated Autodesk-led learning initiatives attended by **250+ employees**, supporting technology awareness and adoption across the organization.

Sr Software Developer — DNEG

Feb 2021 — Jul 2022 · 1y 6m

- Developed and enhanced production tools used across DNEG's **2D pipeline**, which included building **new features** for Nuke applications serving 2D teams. Contributed to the migration of pipeline infrastructure from **Python 2 to Python 3**, supporting platform modernization initiatives.

Sr. Pipeline Developer — REDESIGN

Nov 2020 — Feb 2021 · 4m

- Developed production technology products built on **ShotGrid and AWS**, supporting media and entertainment workflows. Enhanced on-set capture, production tracking, reporting, and workflow ShotGrid Tool used by global studio clients like warner-brothers and universal pictures.

Pipeline TD — Tau Films

Mar 2019 — Nov 2020 · 1y 9m

- Developed automation systems for CFX and rigging departments, saving **~2 hours per shot**.
- Managed release deployment for a team of **9 developers**, serving as the sole gatekeeper for weekly production releases. Reduced **deployment effort by 95%+** through automation of CI/CD, release validation, rollback, and monitoring workflows.
- Built **Slack** monitoring and notification systems improving visibility into deployments, service health, and operational workflows. Developed & Managed various **DCC Tools** (maya, nuke), **Pipeline** Tools to support production workflows.
- Prototyped scalable workflow-processing architectures using **RabbitMQ** to support future pipeline automation initiatives.

Pipeline Developer — Xentrix Studios

Oct 2018 — Mar 2019 · 6m

- Created a **Nuke Shot Build automation tool** that reduced compositing setup time by **90% (20 minutes → 2 minutes)**, saving an estimated **1,000+ artist-hours / month** across a production team of **60+ artists**.
- Supported resolution of **300+ pipeline and workflow issues** across lighting and compositing departments over a six-month period.

Digital Compositor — Xentrix Studios

Apr 2018 — Sep 2018 · 6m

- Delivered compositing for **240+ shots** across 2 feature-length LEGO animation productions.
- Created and maintained **key-shot compositing setups** used as visual benchmarks for downstream production.
- Developed strong production workflow expertise that later enabled a transition into pipeline development and workflow automation.

Lighting & Compositing Artist — Technicolor

Jun 2016 — Nov 2017 · 1y 6m

- Delivered **670+ lighting and compositing shots** for episodic 3D animation productions and established key-shot standards across production sequences.
- Developed **custom lighting and compositing tools**, including a Maya automation solution that reduced **shot setup time by 75%**. Automated lighting workflows, saving an estimated **600+ artist-hours / month** and improving production efficiency across the team.

Sr. VFX Instructor & Mentor — MAAC

Jun 2013 — May 2016 · 3y

- Delivered **5,000+ hours** of training and mentored **600+ students** across VFX, animation, and filmmaking programs.
 - Led **6 student film productions** involving **80+ artists** and teams of up to 45 contributors across concurrent projects.
 - Guided teams to achieve **4 national-level awards**, including Best VFX Film (Gold) and Best 3D Animation Film (Silver).
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Skills

AI: LLMs, Prompt Engineering, AI Workflows, Automation with AI

Enablement: Team Leadership, People Management, Mentorship, Strategy, Project Management

Training: Curriculum Design, Course Content, Assessments, Upskilling & Cross-skilling, Workshops, Technical Writing

Software Development: Python, FastAPI, REST APIs, React / Next.js, Git, Automation, CLI Tools, Maya API, Nuke API, PySide2 / Qt, MEL, DCC Integrations, Pipeline Tools

Supervised Projects (Not Company Project)

- **Rholio+** — www.rholioplus.com — A SaaS platform designed for AI creators and filmmakers to organize, manage, and share prompts across teams and creative projects. (SaaS Platform, Next.js, Python, Payments Integration)
- **Job Visualizer** — jobs.akashcg.com — Interactive platform for exploring VFX and animation job opportunities through searchable and visualized industry datasets. (Web Application)
- **Concept Visualizer** — gx-tools-explainer-apps.vercel.app — Interactive application designed to visually explain OpenEXR concepts, mathematical relationships, and technical workflows used in production environments. (Educational Visualization Tool)
- **OpenGIF Viewer** — Desktop utility for efficient GIF browsing, playback, and asset review workflows on Windows. (Desktop Application, PySide6)
- **Reeva Library** — Desktop-based asset library system for managing HDRIs, textures, materials, elements, and production assets within a unified interface. (Asset Management Application, PySide6)