

Felipe Ruiz Reyes

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PROFILE

An innovative and experienced Software Engineer and Technical Director with a deep understanding of generative AI workflows and high-end visual effects pipelines. Over a decade of experience in designing and implementing robust tools and systems that bridge the gap between creative artistry and complex technology. Proven ability to lead development efforts, optimize performance, and create scalable solutions for world-class studios. Seeking to leverage a unique blend of creative and technical expertise to build next-generation AI-driven tools and platforms.

SKILLS

- **Languages:** Python, C++, Lua, JavaScript, Bash, HTML/CSS
- **Frameworks & Libraries:** Diffusion Models, PyTorch, ComfyUI, PyQt/PySide, USD
- **Tools & Platforms:** Git, ShotGrid, Katana, Nuke, Houdini, Maya, Gaffer, Arnold, Redshift, Renderman, Tractor, Deadline
- **Concepts:** Machine Learning, Generative AI, Prompt Engineering, API Integration, Pipeline Automation, CI/CD, Agile Development

KEY PROJECTS

ComfyUI-Nuke-Bridge | github.com/felipopulus/ComfyUI-Nuke-Bridge

- Created a custom Python-based bridge to integrate ComfyUI's node-based Generative AI workflows directly into Nuke for direct compositing.
- Designed a custom UI and logic within Nuke to expose key ComfyUI functionality, enabling artists to leverage diffusion models for tasks like inpainting, outpainting, and background generation without leaving their primary application.
- Developed a system that sends and receives data between the Nuke environment and a remote ComfyUI server, ensuring a seamless and efficient artist experience.

ComfyUI Custom Nodes & Workflows | github.com/felipopulus/ComfyUI-Custom-Nodes & github.com/felipopulus/ComfyUI-Workflows

- Developed and open-sourced custom nodes to extend ComfyUI's core functionality, enabling more complex and specialized AI-driven image generation tasks.
- Created and documented a repository of custom ComfyUI workflows, demonstrating proficiency in node-based programming and the design of intricate, multi-step generative AI pipelines.

Katana Importomatic Super Tool | github.com/felipopulus/importomatic

- Engineered a Python-driven SuperTool for Katana, a major lighting and look development application.
- Designed a custom PyQt user interface for the tool, allowing artists to efficiently import and manage a wide variety of geometry types and asset versions.
- Wrote the underlying Python scripts to dynamically manage the internal node graph, providing a flexible and powerful solution for automating complex data ingestion workflows.

PROFESSIONAL EXPERIENCE

Blizzard Entertainment – Irvine, CA (Remote)

Senior Cinematics Technical Director II

Aug 2022 – Present

- Developed and maintained robust artist tools using Python, PyQt/PySide, and Lua to support cinematics production for projects including Diablo IV, WoW, and Overwatch.
- Designed and implemented complex workflows for lighting, compositing, and FX departments, focusing on pipeline optimization for scalable rendering with Renderman and Redshift.

- Provided expert-level technical support and troubleshooting for complex pipeline and rendering issues across multiple projects.

Weta Digital – Wellington, NZ (Remote)

Lighting Technical Director

Dec 2021 – Aug 2022

- Developed Python scripts to automate shot workflows and create reusable lighting templates, significantly improving artist efficiency on major Marvel productions.
- Collaborated with cross-functional teams to streamline data exchange and integration between FX and compositing departments.

Stellar Creative Lab – Vancouver, BC

Lead Lighting & FX Pipeline TD

Feb 2021 – Dec 2021

- Managed and refined the technical setup and workflow for lighting and FX in Katana and Nuke.
- Developed reusable tools and templates to streamline compositing and lighting workflows, ensuring consistency and efficiency across the pipeline.

Cinesite Vancouver (formerly Nitrogen Studios) – Vancouver, BC

Lighting Pipeline Lead | Lighting Lead | Lighting and Compositing Artist

May 2014 – Jan 2021

- Led a team in the development of lighting and compositing tools and workflows using Python, C++, and Lua.
- Oversaw the development of custom asset management systems and master rigs, streamlining production and increasing team efficiency.
- Served as a technical liaison between CG/Pipeline Supervisors and IT, translating creative needs into technical solutions.

Moving Picture Company – Vancouver, BC

Lighting TD | Compositing Artist

Oct 2013 – Apr 2014

- Contributed to major film productions including Godzilla and Edge of Tomorrow, focusing on lighting and compositing tasks.

Walt Disney Animation Studios – Burbank, CA

Stereoscopic Assistant | Apprentice | Trainee

Mar 2012 – Oct 2013

- Completed an intensive talent development program, gaining hands-on experience in production environments on films such as Frozen and Big Hero 6.

Sony Pictures Imageworks – Culver City, CA

Lighting and Compositing Intern

Jun 2010 – Aug 2010

- Participated in a summer internship program, supporting the lighting and compositing departments.

EDUCATION

University of Texas at Dallas – Richardson, TX

- M.A. – Arts and Technology | 2010
- B.A. – Arts and Technology | 2008

University of Texas of the Permian Basin – Odessa, TX

- Coursework | 2005 – 2007

HOBBIES

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|---|---------------------------------|
| • Machine Learning, Diffusion Models, & Generative AI | • Lego (MOC & Set Building) |
| • Multi-Day Cycling | • Cooking (Latin-Asian Fusion) |
| • Musical Composition & Piano Performance | • Travel & Cultural Exploration |