

Talha Ahmed

Curriculum Vitae (Resume)

As a Developer, a Technical Artist, and a Technology enthusiast, I bring extensive experience in the development of software and tools in support of CGI productions.

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Location: Karachi, Pakistan

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TECHNICAL SKILLS

PROGRAMMING

+Python
C/C++, C#,
JS, Lua,
Bash, PowerShell,
Others

DEVELOPMENT

+Agile Dev,
Requirements
Acquisition, Testing,
CI/CD,
Documentation

PRODUCTION

TRACKING
+Shotgun, Ftrack,
Tactic,
Others

CGI / VFX

+ Maya,
+Nuke, Deadline,
Houdini, Adobe,
Harmony, Unreal,
Others

DATABASES

SQL, MongoDB,
GraphDB, ORMs

WEB DEV

Django, WordPress,
NextJS, Selenium

ML / AI

LLMs, Image Gen
with SD, Agents,
TF, PT, HF

OTHER

+Qt, +Git, Rez,
OpenGL, Matlab

GENERAL SKILLS

PROBLEM SOLVING

Depth-oriented,
Conceptual thinker,
Deliberate learner,
Adaptive Problem
Solver.

COMMUNICATION

Clear and Concise,
Adaptable to
Audience, Smart
Inquisitive,
Active Listener.

SOCIAL

Friendly, Sociable, Soft-
Spoken, Adaptable to
diversity.

LANGUAGES

English (Fluent)
Urdu (Native)
Spanish (Basic)

WORK HISTORY



BLINK INDUSTRIES

London

Pipeline Developer (Contract – Remote)

Aug '24 – Date

Development role in a Hybrid 2D/3D Maya/Harmony/Adobe pipeline. Performed tasks related to pipeline tools in Maya, edit generation for Adobe Premiere, 2D Sequence Layout with After Effects, and 3D object integration in ToonBoom Harmony.

UNTOLD STUDIOS

London

Pipeline Developer (Contract – Remote)

Oct '23 – May '24

Contributed to Development of a VFX heavy Maya-Houdini-Nuke pipeline. Improvement of Artist User Experiences in Data ingestion and Review Publishing. Involved in Requirements analysis and feature negotiation with animations and match move craft heads.



ONE ANIMATION PTE LTD. / MOONBUG

Singapore

Sr Pipeline TD (Contract – Remote)

Sep '22 – Sep '23

R&D role in a highly efficient and lean Maya-Houdini animation pipeline. Contributed to the areas of Auto Documentation using Sphinx, Character Costumes Library, Animation Library, Asset Ingestion, and archiving & core Pipeline Configuration Management with Rez.



PASSION PICTURES LTD.

London

Pipeline Developer (Contract – Remote)

Mar '22 – Sep '22

Development role in a strong, software agnostic & hybrid VFX and Animation pipeline. Contributed to the areas of Rendering in Arnold, Deep Compositing workflows involving Arnold and Nuke & integration of Pipeline Tools with Shotgun using Python API.



SELF EMPLOYMENT

Karachi

Developer / Consultant

May '19 – Jan '21

Consulted with animation studios on their CGI Production Pipeline. Carried out photography, digital marketing & Web development for [ranai.pk](#)



ICE ANIMATIONS PVT. LTD.

Karachi

Pipeline Supervisor

July '12 – Jan '19

Trained and managed an agile team for the development of a Maya-Nuke pipeline for animation and VFX production of Features, TV Shows, TVCs, and educational content. Contributed heavily to Tool Development, Problem solving and troubleshooting in production and infrastructure.

Computer Graphics Researcher

Jan '11 – Jun '12

R&D for Tools and Plugins using Python and C++, Implementation of Hair Shader in Renderman/RSL. Implementation of Tessendorf ocean surface Maya Plugin using C/C++. Working on simulation of Spider Webs based on dynamic curves in Maya.



POST AMAZERS PVT. LTD.

Karachi

Technical Artist / Programmer

Mar '04 – Jun '08

Performed Tasks in Tool Development, Procedural animation, Effects programming, and Stereoscopy in animation using technical skills and programming in Renderman, MEL and C/C++. Developed a particle-based crowd system based on Craig Reynolds' work on autonomous agents.

STUDIES



EM CIMET, EU

Course Work

Aug 2008 - Aug 2010

Color Image devices, capture, and processing (U of Granada, Spain) Technologies & Models in Multimedia Systems (Gjøvik UC, Norway)



IBA, KARACHI

P.G.D. Business Admin.

Aug 2005 - Dec 2007

Financial and Cost Accounting, Economics, Finance and Management



GIK INSTITUTE, KPK

B.S. Comp Systems Engg.

Aug 1999 - Jun 2003

Algorithms, Software Engineering, Image and Signals Processing, Computer Architecture, Databases, Computer Graphics etc.

CERTIFICATIONS



DeepLearning.ai

Coursera.org

Feb - Apr 2019

Developing, improving, and Training Neural Networks for Deep Learning, CNNs, RNNs.



Encode.club

Sep - Oct 2024

AI and GPT Applications, Agents, Local AI deployment, Vision and Image Generation.

PERSONAL TRAITS

Father, Cricket Fan, Life-long Learner, Youtube Fan, Slow reader, Vimmer

REFERENCES

[Jacob Gonzalez](#) (Untold Studios)

[Heorhi Samushiya](#) (Moonbug)

[Sajjad Amjad](#) (Passion Pictures)

[Mohammad Bilal](#) (ICE Animations)

[Syed Ali Ahsan](#) (Post Amazers)