

Arumugam I

Technical Director

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📍 Bangalore, IN

🌐 <https://cgkode.com>

SUMMARY

Technical Director (TD) and programmer with **9+** years in the Animation & VFX industry, specializing in **rigging, tools development and pipeline automation**. Skilled in Python, 3D workflows, and app development. Creator of tools like Talkey, Playref, DazR, Frigger, and Joft, **enhancing animation and rigging efficiency**. Passionate about building innovative solutions to optimize production workflows.

PROFESSIONAL EXPERIENCE

Technical Director - MPC

Technicolor Group 📅 2022-2025 📍 Bangalore, IN

I worked at **Technicolor Group** as a **Technical Director**, contributing to major projects like **Mufasa: The Lion King, Aquaman, Ant-Man, Transformers, Leo**, and more. My key responsibilities included:

- Developing tools to streamline workflows and simplify artist challenges.
- Troubleshooting and debugging technical issues to ensure smooth production.
- Acting as a go-to problem solver, providing quick fixes for artist and pipeline-related challenges.

Founder & Developer

CgKode 📅 2021-2022 📍 Puducherry, IN

- Developed and sold high-quality Maya plugins and scripts to optimize animation workflows.
- Built a Vue-based website for showcasing and distributing tools efficiently.
- Researched and integrated machine learning (ML) techniques for rigging and animation automation.

Pipeline Developer

Saneeshwar Animations

📅 2016-2021 📍 Puducherry, IN

Saneeshwar Animations is an emerging VFX/3D studio where I previously worked in a dual role as a Senior Pipeline Developer and Team Lead for a group of 20 artists. My responsibilities included:

- Participating in weekly quality check sessions to enhance output appeal.
- Developing custom tools and plugins to improve product quality and optimize workflow efficiency.
- Conducting 40+ training sessions on topics ranging from 3D animation to emerging technologies.

EDUCATION

B.Sc. in Animation Technology
Bharathiar University

📅 2012 - 2016 📍 Coimbatore, IN

SKILLS

Programming

Python

Javascript

Vue

Dart/Flutter

Qt

Java

Mel

Git

Softwares

Maya

Blender

Photoshop

Cryengine

Godot

Unreal

Kdenlive

Gaffer

EXPERTISE

Programming & Scripting: Python (Maya API, PySide2, OpenMaya, NumPy), MEL, JavaScript (Vue, Node.js)

Web Development: Vue, Vite, REST APIs, Markdown integration

Maya Development: Custom plugin development, AI/ML-based rigging tools, animation smoothing algorithms, playblast enhancements.

Rigging: Facial, muscles, characters, props, and creatures.

AI & Machine Learning: Character rigging automation, lipsync generation, mesh analysis.

Tools Development & R&D: Rigging, pipeline automation, compositing.

Simulation: Ragdolls, cloth dynamics, and setup

Modeling: Hard surface modeling

Lighting: Basic lighting techniques