

brandon jarratt

Burbank, CA, USA

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Profile

Technical director with 11+ years' experience troubleshooting and solving challenging problems, developing new tools, and leading teams for CG animated film production. Strong communication and personal interaction skills. C-based languages programmer. Experience presenting studio work for internal and public multi-disciplinary audiences.

Experience

Walt Disney Animation
Burbank, CA, USA

Technical Supervisor – 2021-2022

Baymax! (2022) series for Disney+, 3 episodes

Managed the technical goals of the production across all departments and was responsible for all technical resources. Advised and directly supervised TD assigned to the show. Worked closely with show leadership and production management to ensure successful collaboration, handoff, and execution of data through the entire production.

General Technical Director – 2014-Present

Frozen Fever (2015)–*Wish* (2023)

Support and tool/workflow development for various production departments, end-to-end in the WDAS pipeline, on feature-length and short projects. Selected highlights:

- Led collaborative art/asset/TD team for CityEngine build of *Zootopia* environments
- Worked with layout department to develop and deploy new Maya camera rig system for *Ralph Breaks the Internet*, used on all subsequent productions
- Developed proof-of-concept asset decimation workflows leveraging Houdini PDG, used by story for set exploration and spatial capture beginning with *Encanto* (2021)
- Collaborated with Technology and Pixar counterparts on Presto integration at WDAS

Assistant Technical Director – 2013-2014

Big Hero 6 (2014)

End-to-end support and tool development for production departments. Heavily involved with CityEngine art-to-asset pipeline for the city of San Fransokyo environment.

Technical Director Intern – 2012

Supported other WDAS interns in the production of a 2D/3D hybrid short, from story/editorial through rendering. Learned WDAS pipeline tools and completed mentored assignments.

Education

Texas A&M University, College Station, TX, USA – M.S. Visualization Sciences 2013
B.S. Computer Science 2010

Skills

Python, USD, C++, Maya, Houdini, CityEngine, Shotgrid, RV plugins, Nuke, internal software
Git, Perforce, CMake, Sphinx, CI/CD, Grafana, technical documentation, public speaking

Sample Work

Esri UC 2017: Walt Disney Animation Studios—Zootopia

<https://youtu.be/sOY3LY688QI?si=Lt4zTo6oUQKqySan>