

Tim Lehr

{Pipeline TD / Developer}

```
class contact():
    website = www.timlehr.com
    email = tim.lehr@icloud.com
    mobile = +49 151 61493316
    street = Uferstr. 8
    city = 35708 Haiger
    country = Germany
```

class education():

Technical Directing, Diploma

Filmakademie Baden-Wuerttemberg (2016 - 2019)

Media Computer Science, B.Sc. (1.7)

Technische Hochschule Mittelhessen (2012 - 2016)

class projects():

Fussel (CG short, 4 min.)

role(): Technical Lead (May 2018 - Apr. 2019)

tasks(): Pipeline, Rendering

The pipeline I developed for this CG short is designed to be very efficient with an innovative asset / lookdev workflow using Quill VR.

Scarif Pipeline Tools

role(): Lead Developer (since May 2017)

tools(): Python, MySQL, PyMEL, Sphinx

Currently I'm leading the development of database-driven production tools with asset-dependency tracking and support for decentralised storage. The tools are already being used in production for two upcoming diploma shorts.

Behind the Beard (FMX 2018)

role(): Technical Lead (Oct. 2016 - Mar. 2017)

tasks(): Pipeline, Game Development (Unity C#)

For my first Filmakademie project I was responsible for the pipeline of six animated shorts and developed a face-tracking based game for iOS as part of our IP.

class volunteering():

SIGGRAPH Asia 2018, SV

where(): SIGGRAPH Asia 2018, Tokyo

when(): Dec. 2018

I participated as a Student Volunteer, supporting both visitors and exhibitors, to make the conference a success.

class work_experience():

Pipeline TD, freelance

where(): Mackevision, Stuttgart

when(): Aug. 2017 - Sep. 2017

tools(): Python, Maxscript, 3ds Max

Development of a new set of Python modules for the 3ds Max pipeline at the VFX division.

R&D Developer, freelance

where(): Metricminds, Frankfurt

when(): Oct. 2015 - Mar. 2016

tools(): C++, Python, Swift, MotionBuilder

Development of a flexible realtime data streaming solution for MotionBuilder as part of my Bachelor thesis.

Mocap artist, internship

where(): Metricminds, Frankfurt

when(): Jun. 2015 - Sep. 2015

tasks(): Motion Capture / Editing

Support during mocap shoots and post-production for various game productions, including *WWE 2K16*.

iOS / macOS Developer, part-time

where(): Dupp GmbH, Haiger

when(): Jun. 2013 - Jun. 2017

tools(): Swift, Objective-C, iOS, macOS

Part time student-job. I was mainly responsible for developing and maintaining an iOS shopping app, which was deployed for over 30 customers.

from lehr.tim import skills

Beginner

Expert

Nuke

C#

Houdini

SQL

C++

Swift

Git

Qt

Maya

Python

class coding(skills):

Python (PEP8), Swift, Qt / PySide, C++, Git, PyMEL, C# (Unity), SQL, Obj-C, Maxscript, Bash, YAML, XML, CMake, Sphinx, Java

class other(skills):

software_design = UML, design patterns
dcc_tools = Maya (experienced), Houdini (beginner), 3ds Max (beginner)
computer_graphics = Experience in: rigging, animation, mocap, rendering
operating_systems = Unix (Fedora, CentOS, macOS), Windows, iOS
languages = German (native), English (fluent)

class interests(personal):

I love traveling, nature photography and hiking. I'm very interested in entertainment culture and in my spare time I've written over 2000 blog posts in German on topics such as movies, games and modern technology.