Dan Englesson

Position:	Lead USD Pipeline Technical Director at Goodbye Kansas Studios
Degree:	Master of Science in Media Technology and Engineering at Linköping University, Sweden
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Portfolio:	danenglesson.com

ABOUT

My name is Dan Englesson and I'm working as Lead USD Pipeline Technical Director at Goodbye Kansas Studios. For the past 6 years I have been leading the development of a new VFX pipeline completely based on Pixar's open-sourced OpenUSD framework, enabling us to efficiently take on large-scale cinematics and VFX projects.

Prior to moving back to Sweden I worked at Pixar Animation Studios in San Francisco for 5 years, where I worked on the movies Coco, Finding Dory and The Good Dinosaur as a Lightspeed and Pipeline Technical Director developing and maintaining the pipeline in the Pipeline team as well as optimizing renders in the Lightspeed team. Furthermore I worked in the RnD department optimizing light sampling for Pixar's inhouse sampler that became a part of Renderman later on.

Before joining Pixar I worked as a Core Engineer at The Moving Picture Company in London creating new tools for blockbuster movies such as World War Z and The Jungle Book.

I received a Master of Science degree in Media Technology and Engineering in 2012. An education that gave me a strong knowledge in math, physics and programming techniques needed for creating state of the art visual effects for movies and games, which has enabled me to work with some of the best in the industry.

WORK EXPERIENCE

Year	Title	Company
2020-present	Lead USD Pipeline Technical Director	Goodbye Kansas Studios
2018-2019	Pipeline Technical Director	Goodbye Kansas Studios
2017-2018	Lightpseed Technical Director	Pixar Animation Studios
2015-2017	Global Technical Director	Pixar Animation Studios
2014-2015	Pipeline Technical Director	Pixar Animation Studios
2013-2014	Core Software Engineer	The Moving Picture Company
2013	Crowd Technical Director Resident	Pixar Animation Studios
2012	Global Technical Director Intern	Pixar Animation Studios
2012	M.S thesis position / Intern	The Moving Picture Company

TALKS, ARTICLES AND PODCASTS

2023	Article in Post Magazine - Why USD is crucial to a Modern VFX Studio
2022	Podcast at CG Garage - USD at Goodbye Kansas Studios
2022	Podcast at Yellow Brick Road - Making an efficient USD Pipeline
2021	Talk at 24 Hours of Chaos - Creating an efficient USD pipeline
2020	Talk at Embark Studios - The basics of USD
2020	Talk at Electronic Arts - The basics of USD
2020	Talk at Stockholm Houdini User Group - The basics of USD
2019	Talk at Media technology days at Linköping University. - Talked about how it is to work in the VFX industry as a Software Engineer

COMPUTER EXPERIENCE

Languages	Python, C++, C, Java, Rust, Lua, OSL, MySQL
API/Libraries	OpenUSD, CUDA, GLSL, OpenCL, OpenGL, OpenMP, pThreads, TBB
Programs and tools	Houdini/Solaris, Maya, Nuke, Blender, Vray, Renderman, Katana, Unreal

EDUCATION

2007–2012	Master of Science in Media Technology and Engineering at Linköping University, Sweden
	Master thesis: "Improving the visual quality of crowd systems for feature film production", done at the Moving Picture Company in London.
	Portfolio with course projects: danenglesson.com
	List of completed courses

LANGUAGES

Swedish	Native
English	Full professional proficiency

HONORS AND AWARDS

- The PIC/FLIP Fluid solver won the category "Best Special Effect" at C-Awards 2012, which is a competition for innovative student projects at Linköping University.

- The sound simulation with deformable objects project was nominated for technical excellence at C-Awards 2012

- The movie A Pawful of Dollars was nominated at C-awards 2011 in the category creativity and design. It was awarded "The Judges price" at the annual film festival Guldsvanen in Norrköping, Sweden and qualified for the Swedish annual film festival for young film makers

- Awarded "Best Idea" at Blender World Cup 2010 for my Tiny Aliens image