Dan Grover

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Pipeline TD, Scripting, 3D

My name's Dan, I live in Christchurch, Dorset and I currently work as a Technical Director at Taylor James. My primary passions are pipeline development, scripting, production support and trying to make the annoying things go away. I enjoy working in teams, liaising with producers and face-to-face with the client as needs require.

March 2018 - Present - Taylor James, Technical Director

I'm responsible for the upkeep over the 3ds Max pipeline including a number of significant proprietary tools (chief of which is a node-based scene management tool). Major projects include developing Taylor James' Car Configurator (from the web API to integration with 3ds Max and Nuke to make the process of delivering individual elements as simple as possible), as well as an ground-up rewrite of the scene management tool to become DCC and OS agnostic, written in Python and Qt.

November 2012 - March 2018 - River Film, Technical Director

As a small company my responsibilities are varied and wide ranging, from overall responsibility of the CG pipeline and individual script requests to actual production work, often being the CG lead on projects from previz to delivery. The projects are a mixture of television adverts, high end property marketing and have recently extended to include VR content.

August 2009 - October 2012 - Crystal CG International, 3D Artist

I started as a junior 3D artist and ended up as a Technical Director, working on large scale architectural projects - most notably the London 2012 Olympics.

Education - University of Hertfordshire, 3D Animation (First Class Honours), 2009.

Software Proficiency - 3ds Max, Nuke, Maya, Deadline, Vray and Arnold are my day-to-day tools, and I'm proficient in both Python and Maxscript. I'm experienced in both artist-requested tools and pipeline tools, such as launchers to set up environments, working with APIs (both creating and using) and the creation of custom Plugins and Submission tools for Deadline. I also have experience working with and deploying cloud infrastructure for both rendering and workstations.

Hobbies and Interests - I have a very strong interest in writing - anything from novels to magazine articles (I've contributed to 3D World on a handful of occasions). Travelling, video games and Tottenham Hotspur take up the rest of my time.

References available on request.