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10+ years of experience

Python C++ PyQt Maya Nuke Houdini Vex Unreal Engine Katana

EXPERIENCE

Atomic Cartoons | Unreal Engine Generalist

November 2025 - January 2026

- Developed Python automation tools for Unreal Engine to streamline artist workflows and improve production efficiency.
- Created and optimized assets for real-time deployment using Maya and Unreal Engine.
- Built and maintained Unreal Engine materials, lighting setups, and look-development workflows for real-time production.

Atomic Cartoons | Lead Lighting and Compositing

November 2024 - July 2025

- Led the lighting and compositing team during the rollout of a new production pipeline, developing tools and workflows to improve efficiency and consistency.
- Managed shot assignments and reviews through ShotGrid while maintaining technical and artistic standards across sequences.
- Provide technical support and troubleshooting for the team.
- Developed Python and Qt tools for Katana and Nuke, including:
 - Artist Library UI for centralized distribution of gizmos, templates, and production assets.
 - Shot Preview System for sequence-wide continuity review and comparison.
 - Camera Direction Extraction tool leveraging EXR metadata and matrix analysis to support episode-wide lighting planning.
 - Workflow automation tools for Nuke script discovery, browsing, and importing.

Contract | Game Developer / Technical Artist

December 2023 - October 2024 | Riyadh, Saudi Arabia

- Developed an AR application for iOS using Unreal Engine 5.
- Built procedural content generation tools in Houdini.
- Created production assets and technical workflows spanning modeling, rigging, texturing, and Unreal integration.
- Collaborated across disciplines to solve technical and pipeline challenges for real-time deployment.

Technicolor | Pipeline TD / Creative Developer – The Lion King II

May 2022 - December 2023 | Montréal, Québec, Canada

- Developed a Houdini HDA that reduced shot memory consumption by over 60% by culling millions of non-visible instances during rendering.
- Built a cloud-scattering system with a custom Qt interface for physically accurate cloud distribution across large-scale Earth environments.
- Developed Megascans pipeline integrations using the Megascans API to automate ingestion and publishing of large asset libraries.
- Created DCC-agnostic Qt tools enabling artists to import, process, and publish assets across Katana and other content creation applications.
- Collaborated with artists and supervisors to identify bottlenecks and deliver scalable production solutions.

ICON Creative Studio | Lead Lighting Artist – Transformers: EarthSpark

May 2021 - April 2022 | Vancouver, British Columbia, Canada

- Built Python-based validation tools that automatically rendered and analyzed assets to identify broken content before downstream delivery.
- Established lighting templates, compositing workflows, and production standards for new environments.
- Developed Nuke utilities and relighting workflows that reduced re-render requirements and accelerated iteration cycles.
- Provided technical mentorship, documentation, and troubleshooting support for artists.

Stellar Creative Lab | Pipeline TD

June 2019 - January 2020 | Vancouver, British Columbia, Canada

- Maintained and extended Maya and Redshift pipeline tools.
- Developed lighting automation systems and custom Qt interfaces that accelerated artist workflows.
- Provided pipeline support across lighting, FX, and rendering departments.

Bardel Entertainment Inc | Lead Lighting & Compositing / Asset TD

November 2015 - June 2019 | Vancouver, British Columbia, Canada

- Conducted pipeline R&D with CG Supervisors to improve production workflows across multiple shows.
- Developed "Geoffrey," a ShotGrid-integrated automation framework that assembled lighting scenes, configured render layers and AOVs, and submitted jobs to the render farm, saving hours per artist and being adopted by multiple productions.
- Created custom OSL and RSL shaders for Arnold and 3Delight to support studio R&D initiatives.
- Built Python tools supporting XGen-based environment generation and asset workflows.

Bardel Entertainment Inc | Lead Lighting & Compositing / Asset TD

November 2015 - June 2019 | Vancouver, British Columbia, Canada

- Developed ShotGrid integrations that automated scene assembly using production metadata and director-driven parameters.
- Resolved long-standing 3Delight shader performance issues, significantly reducing memory consumption and shader compilation times.
- Replaced legacy DreamWorks lighting tools with faster artist-focused alternatives, improving usability and productivity.
- Developed procedural foliage workflows using Houdini and Maya for large-scale environment production.

SKILLS

- Proficient in multiple programming languages: C, C# (Unity), Python (Maya API, Nuke API, Houdini API, PyQt, PySide), and C++ (Unreal Engine); Skilled in scripting with TCL (Nuke) and VEX (Houdini)
- Knowledgeable in essential design patterns, ensuring flexible and scalable coding solutions
- Strong understanding of mathematics concepts (vector operations, matrix transformations, dot product, cross product, barycentric coordinates) for developing sophisticated tools
- Excellent problem-solving abilities, consistently delivering creative solutions
- Experienced with Unreal blueprints, C++, and networking
- Proficient in procedural modeling in Houdini
- Knowledgeable in 3D Art Skills (Modeling, Sculpting, Texturing, Rendering)

EDUCATION

January 2012 - March 2015

The Art Institute of Vancouver

3D Modeling for Animation and Games

The Art Institute of Vancouver

VFX for Film and TV

December 2024 - May 2025

Vertex School

Technical Artist Program

AWARDS & PRESS

March 2015

Best In Show Winner

The 2015 winter portfolio show at The Art Institute of Vancouver

August 2020

Top 10 Winner in Vertex School Modeling Bootcamp

Among 650+ participant

October 2025

Featured on 80 Level for innovative Unreal Engine project

Recognized for innovative Unreal Engine project