

MJ Alajmi

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9+ years of experience

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

EXPERIENCE

Atomic Cartoons | Lead Lighting and Compositing

November 2024 - July 2025

- Lead the lighting and compositing team on a new pipeline, developing essential tools to improve workflow efficiency.
- Assign and review shots in ShotGrid, ensuring consistency and quality across sequences.
- Provide technical support and troubleshooting for the team.
- Developed tools for Katana and Nuke, including:
 - Artist Library UI – A system for globally or locally distributing gizmos and templates
 - Shot Preview Gizmo – Tool for comparing shots within an episode or sequence to maintain continuity
 - Camera Direction Extraction – Extracted camera direction from EXR metadata (matrix) in QC renders, enabling episode-wide light planning before costly Katana renders
 - Nuke Workflow Enhancements – Tools for browsing and importing other Nuke scripts efficiently

Contract | Game Developer / Technical Artist

December 2023 - October 2024 | Riyadh, Saudi Arabia

- Developed AR project for IOS using Unreal Engine 5
- Modeled, Rigged, and texture the assets using Maya, Zbrush and Substance designer/painter
- Created procedural tools in Houdini

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

May 2022 - December 2023 | Montréal, Québec, Canada

- Optimized heavy shots by reducing RAM usage by more than 60% and enhancing performance through developing a Houdini HDA that culls millions of non-visible instances, such as plants obscured by large objects within the camera's frustum
- Developed an innovative cloud scattering HDA with a custom Qt UI that allows artists to scatter clouds across a physically accurate Earth hemisphere using various methods and techniques, resulting in realistic distribution and cloud progression toward the horizon
- Scripted with the Megascans API to download and ingest terabytes of Megascan assets, allowing artists to access a large library of surfaces, decals, atlases, and displacements
- Provided an agnostic Qt UI that imports and republishes Megascan assets in Katana or other DCC

ICON Creative Studio | Lead Lighting Artist — Transformers: EarthSpark

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

- Prepared the show by fixing incompatible tools from previous shows and developing new ones for various departments, automating many repetitive tasks
- Detected broken assets using Python by batch rendering numerous assets from various angles, flagging those needing revision before passing them to other departments
- Established the look of new environment by setting up the lighting and creating compositing templates, ensuring key shots precisely matched the provided reference materials
- Assisted the team in overcoming artistic and technical challenges by documenting solutions and providing helpful snippets, saving hours of manual fixes
- Reduced the need for re-rendering by providing the necessary masking and relighting gizmos in Nuke

Stellar Creative Lab | Pipeline TD

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

- Maintained pipeline tools related to Maya and Redshift
- Constructed a light rig along with a Qt UI that sped up lighting characters
- Took over lighting and FX tasks as needed

Bardel Entertainment Inc | Lead Lighting & Compositing / Asset TD

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

- Conducted R&D with studio CG Supervisors on various shows
- Lit and composited shots for potential clients
- Reviewed shots in post-production and pointed out inconsistencies between shots, enhancing the visual quality of projects
- Automated my lighting tasks by developing Geoffrey, a batch tool that connected to Shotgun, opened my shots, set up the lights, built the layers and AOVs, and sent them to the farm, saving hours and leading to its use by other productions behind schedule
- Scripted stylized OSL and RSL shaders for Arnold and 3Delight as requested by the studio for experimental purposes
- Built the grass for the show Angry Birds Blues using XGEN and developed the necessary Python tools
- Worked closely with directors to establish workflows and tools based on their vision
- Connected Maya to Shotgun via its API to set up scenes based on data provided by directors, such as light direction in camera space, automating tasks and reducing artist mistakes
- Resolved long-standing issues related to 3Delight shaders that engine developers couldn't solve by constructing the right shading network with Maya utility nodes, causing a significant drop in RAM usage and compilation time
- Replaced tools from DreamWorks with faster and more intuitive alternatives, helping artists light scenes more efficiently
- Took over environment foliage scattering tasks in Maya using Houdini and simulated character interaction with the foliage

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

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