

ISTVÁN GERGŐ KIS

Animation Technical Director



PROFILE

Animation TD specializing in Python automation and UE5 integration. Experienced in delivering high-fidelity AAA trailers and in-game cinematics for major titles.

EXPERIENCE

Animation TD

Digic Pictures, Budapest, Hungary | Nov 2025 – Present

- Lead Support:** Acted as the primary technical partner for Animation Leads on high-profile cinematics, providing high-level scene debugging and leading cross-departmental problem-solving to keep the entire production pipeline unblocked.
- UE5 Pipeline Refinement:** Enhanced an established Maya-UE5 animation pipeline to support faster iteration and fewer integration issues.
- Workflow Optimization:** Developed a suite of "quality-of-life" tools and shelf scripts that removed repetitive manual inputs, significantly accelerating daily animator workflows.
- Cross-Department Collaboration:** Served as the technical bridge between Animation and other departments, resolving dependency issues.

Junior Animation TD

Digic Pictures, Budapest, Hungary | Jan 2023 – Nov 2025

- Pipeline Automation:** Engineered a "Shot Prep" automation tool that reduced manual setup time by ~90% by standardizing shot cleanup.
- Maya-To-UE5 Bridge:** Co-developed the animation data pipeline between Maya and Unreal Engine 5, including Metahuman and body animation.
- Production Support:** Provided daily technical assistance to the animation team, troubleshooting scene crashes and other animation related errors.
- Pipeline Modernization:** Refactored legacy Python codebases to improve tool stability and reduce startup times for the animation department.

Software Engineering Intern

Digital Development Center, Győr, Hungary | Sep 2020 – Jun 2022

- Environment R&D:** Developed a pipeline to digitize real-world race tracks into Unreal Engine 4 and CARLA simulator, utilizing LIDAR point clouds and OpenStreetMap data for high-fidelity terrain generation.

DETAILS

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- 1999.08.13.

EDUCATION

Computer Science Engineering
Széchenyi István University, Győr

Thesis: Enhancing the user experience - exploring the possibilities of digital representation of real locations.

Relevant Coursework: Object-Oriented Programming (C++, C#, Java), Software Engineering.

SKILLS

- Core:** Python, Maya, PySide, C++, Unreal Engine 5
- Tools:** Perforce, Git
- Professional:** Cross-Department Communication, Agile/Scrum

LANGUAGE

- Hungarian:** Native
- English:** Professional

HOBBIES

- Gaming:** Open-world RPGs, FPSs
- Hospitality:** Co-owner & Bartender at a family pub.
- Fermentation:** Experimenting with brewing and food chemistry.

CREDITED TITLES

- Secret Level (Amazon Prime Anthology)
- Assassin's Creed Shadows (Cinematic Trailer)
- Warhammer 40,000: Space Marine 2
- Unannounced AAA Projects (In-Game Cinematics)
- Artilia, Another Home (Original Animated Short / Internal IP)