

> About me

Valerio Viperino

I am a software developer with a passion for philosophy, Open Source and the fine line between art and technology.

I ❤️ hacking things to understand how they work. I spent many years writing custom software to support teams doing Computer Graphics work, and lately I've been focusing more on low level problems like automated software installation, package management and build systems.



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I have been programming in Python for the last 10 years, and 4 years ago I started learning Rust, which I've been happily using in production for the last 2 years. In the past I also worked with web technologies (both frontend and backend via HTML/CSS/JS, NodeJS) and developed art installations and data visualisations in C++, using OpenFrameworks. I have beginner knowledge of C.

TL;DR:

- I prefer working in UNIX-like environments
- I am proficient in Rust and Python
- I'm a command line geek (why click buttons when you can type!)
- I'm always looking for opportunities to make the world a better place

Education

Goldsmiths University of London MA - Computational Arts

2018

Manpower Data Science course

2017

VIFX - School of VFX Houdini Masterclass

2017

Rome Academy of Fine Arts Course on Open & Big Data visualisation

2016

High School Classical studies [Greek, Latin, Philosophy]

2011

> Work experience

Valerio Viperino

Pipeline Developer

(2022→current)
Apple, California

I am the Lead Developer of the Core Pipeline Team at CG Studio, within Apple's Marketing org (Marcom). Our tech stack is mostly Python and Rust.

- Implemented a **Redis**-like cache for our backend by writing a microservice in `async tokio`, which helped alleviate the pressure on the system and brought us back to serve millions of HTTP requests per day
- **Dockerised** recipes to simplify building C++ software from source, preventing the "it builds on my machine" problem
- Authored **Rust** CLIs to simplify interacting programmatically with our REST APIs from our Python code
- Wrote libraries to interface with **S3**, authenticating via `OIDC`
- Refactored our **REST** APIs to remove the need for `flask-marshmallow`, speeding up our JSON serialization and simplifying testing and deployment

Pipeline TD

(2019→2022)
Framestore, UK

- Worked for the Integrated Advertising division of the company, which also supported special projects (e.g. immersive rides)
- Authored tools in Python to simplify the colour workflow (baking LUTs using **OpenColorIO**) and the in-context reviewing process (generating timelines programmatically using **OpenTimelineIO** in Hiero)
- Maintained and revamped 2d comp and editorial tools in **Nuke** and **Hiero**
- Set up CI pipelines in Gitlab to support migrating from **Python 2.7** to **3**

Pipeline Developer

(2018→2019)
Frame by Frame, Italy

- Bootstrapped the development of a new VFX pipeline to support a new episodic show (My Brilliant Friend S2)
- Developed in-DCC GUI tools for artists to help save Nuke scripts and to simplify shader assignment via Arnold operators
- Helped maintain the render farm submission tools (Deadline)
- Helped shape the colour pipeline of the show, which saw the adoption of ACES

Software Developer

(2015→2018)
Freelance, Italy

- Physical Computing for art installation work (Arduino, Raspberry Pis)
- Pipeline Tools (Python, ShotGrid API, Deadline API)
- Full stack work for startups (NodeJS [ExpressJS])
- 360 Virtual Tours for mobile apps (Java for Android, KRPano)