JASON HENDRIK HARVEY

CREATIVE TECHNOLOGIST

PIPELINE / INTERACTIVE SYSTEMS / PRODUCTION TECHNOLOGY

ART
TECHNOLOGY
PEOPLE
IDEAS
REAL-WORLD
SOLUTIONS

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ABOUT

Creative technologist with a multidisciplinary background in digital media production, pipeline development, interactive systems and hardware integration. I design and build practical tools, workflows and experiences that support creative teams and expand what's possible in animation, VFX, live performance and interactive media. Experienced in both technical development and production environments, with a focus on real-world solutions, collaboration and making technology useful, reliable and inspiring for artists.

CORE STRENGTHS

- Pipeline Development
- Creative Technology
- Interactive Systems
- Technical Integration
- Problem Solving

PROFESSIONAL EXPERIENCE

NFB / OFFICE NATIONAL DU FILM DU CANADA
Oct 2023 – Present

Production Technologist | Technical Integration | Pipeline Development

Support and develop production technologies across animation, VFX and interactive teams. Build tools, automate workflows and integrate hardware and software systems to improve creative and technical processes.

- Developed a production reporting dashboard to track project status, resources and milestones.
- Integrated and maintained production systems, tools and workflows.
- Scripting and automation to support artists and production teams.
- Technical support, troubleshooting and pipeline maintenance.

MIKROS ANIMATION (TECHNICOLOR)
Oct 2022 – Oct 2023

SLRC TD / Pipeline Support

Support, troubleshooting and pipeline development for Katana, Nuke, Maya and Houdini. Asset and shot optimization, Python scripting, development bug tracking, code testing and Tractor render wrangling.

- Supported artists and production teams across multiple shows.
- Developed scripts and tools to improve asset and shot workflows.
- Debugged and optimized pipelines for lighting, compositing and FX.
- Managed render jobs and troubleshooting with Tractor.

MARZ VFX (Remote)
Jul 2021 – Aug 2022

Pipeline TD

Pipeline development and technical support for Nuke, Maya and Houdini. Asset and shot optimization, Python scripting, Deadline render wrangling, color science, development testing and IT support.

- Built and maintained tools to streamline production workflows.
- Supported artists with troubleshooting and pipeline issues.
- Worked with color pipelines and show-specific requirements.
- Managed render infrastructure and provided technical support.

PROFESSIONAL EXPERIENCE (CONT.)

ILLUSIONTECHNIQUE
Feb 2020 – Present

Founder / Creative Technologist

Creative technology studio providing production technology solutions for artists, performers and brands. Design and develop interactive systems, hardware and real-time visual experiences.

- Interactive light-stick for Hamie Robitaille.
- Motion and dance tracking, real-time visual effects and video mapping.
- Custom electronics, 3D printing and rapid prototyping.
- Interactive installations and performance tools.

CINCO
Jul 2019 – Jun 2020

Interactive Developer

Web and interactive development, AWS management, mobile device management, CMS deployments, mySQL, PHP, JavaScript, Python. Touchscreen games, VR simulations, motion graphics and interactive content.

- Developed interactive experiences and digital content.
- Managed servers, CMS and mobile devices.
- Creative technology research and prototyping.

SCENOPLUS PRODUCTIONS
Jul 2017 – Aug 2018

Studio Technologies Developer (Montreal to MGM, Macau)

Render farm pipeline design and integration for media production. Interactive development, VR staging, scripting and creative research.

- Designed and integrated render farm pipeline.
- Developed interactive visual references and VR staging tools.
- Maintained studio technologies and supported production.

SAMSARA THÉÂTRE
Aug 2014 – Jun 2015

Interactive Developer

Interactivity research, motion tracking, show control, video playback, real-time video effects, motion graphics and 3D/2D animation.

TOPOLOGICAL MEDIA LAB
Jan 2012 – May 2013

Research and Development

Max/MSP development, Arduino, behavioural interactions, flexible display technology research.

IREGULAR
May 2013 – Jan 2017

Interactive Developer

Interactive architectural mapping, signal processing and sensor development. Projects included McLaren and Mural Festival.

MASSIVART
Jan 2017

Interactive Developer / TouchDesigner & Max/MSP

Multi-Kinect(4) interactivity, digital interactive signage, LED wall integration.

MOMENT FACTORY
Jun 2007 – Aug 2011

Technical Content Production

Content management, video compression, server setup, projection mapping, hardware/software setup and interactive systems.

EDUCATION

BFA – Computation Arts
Concordia University
2011 – 2016

Diploma – Professional Studies
Rosemount Technology Center
Design & Desktop Publishing
2002 – 2003

LANGUAGES

French (Fluent)
English (Fluent)

SELECTED SKILLS

Production & Pipeline
Katana, Nuke, Maya, Houdini, Deadline, Tractor, Python

Creative & Interactive
TouchDesigner, Unity, Max/MSP, Arduino, Sensors, DMX, OSC, VR/AR

Software & Web
Python, JavaScript, PHP, mySQL, AWS

Design & Media
After Effects, Photoshop, Illustrator, Redshift, FFMPEG, Blender

Hardware & Systems
Raspberry Pi, Arduino, Networking, Workstations, Mobile Devices