

Daniel Casadevall Jauhiainen

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→ **Pipeline Technical Director** student targeting **R&D** and **Pipeline** roles in the VFX and animation industry, with a strong dual background in software development and **technical art**. Focused on automating production pipelines, optimizing **workflows**, and eliminating technical bottlenecks to empower artists.

SELECTED PROJECTS

I. USD Pipeline Lead - ENCORE shortfilm Production - Prism September 2025 - Ongoing

Developed custom **Python** integration to embed **Pixar USD** asset variants and references seamlessly into the **Prism Pipeline** architecture. Deployed as the core pipeline for ENCORE (shortfilm, in production), connecting Houdini and Maya using Prism base code across all departments for a team of ~16 students.

II. AutoMayTex - AI-Driven Texturing Plug-in for Autodesk Maya March 2026 - Ongoing

Developed an **automated** diffusion texturing pipeline using **Maya API** running on a consumer GPU. Capturing multi-angle tetrahedral renders, and processing them via a local **FastAPI** server running **SDXL ControlNet**. Orchestrated via a **PySide6** GUI, it isolates the heavy runtime in a dedicated Python venv.

III. Project Minivita - Interactive AI Character Framework September 2025

Real-time human motion generation system using **SMPL-X** framework. Implemented an asynchronous **96-frame** chunk execution path, enabling low-latency, **autonomous** digital character interactions. Combined **motion diffusion**, character memory, and **LLM** processing.

IV. Procedural Generation Engine - Houdini Digital Assets (HDAs) 2025

Designed and implemented custom Houdini Digital Assets (HDAs) for **procedural** generation of urban architecture and complex **plant geometry**. Focused on building scalable team-node networks and exposed parameters tailored for layout artist integration.

V. 2LOUD Studio Manager - Production Management Web App February 2026 - Ongoing

Web-based asset task management platform for team production **workflows**. Asynchronous Python backend with a **Excel-driven** and **Discord** backend. Dynamic task assignments and multi-user progress monitoring. The project was made for organization of a **16 people** human team to work in ENCORE shortfilm project.

VI. Evolutive Cells - Neural Behavior Simulation 2022

Programmed a standalone Python simulation exploring neural behavior and adaptive systems. Created autonomous cells capable of environment traversal and survival.

EDUCATION

- 2023-2027 **Degree in Animation & VFX (In Progress)**
La Salle Bonanova University · Barcelona
- 2024 **Computer Science & Software Engineering (Paused)**
Universitat Oberta de Catalunya (UOC) · Barcelona
- 2022 **Technological Bacallaureate - Second Year**
La Sedeta Institute · Barcelona
- 2021 **High School (Lukio) - First Year**
Etelä-Tapiolan lukio · Helsinki

LANGUAGES

Catalan	Native · C2
Spanish	Native · C2
English	Upper · B2
Finnish	Native · C1

LANGUAGES & TECHNOLOGIES

HTML / CSS	JAVASCRIPT	PYTHON	SQL	
C++	C#	C	VEX	PHP

PIPELINE & APIS

PIXAR USD	MAYA API	PYSIDE6 / PYQT
FASTAPI	PRISM PIPELINE	PYTORCH
TRANSFORMERS	DIFFUSERS	

SOFTWARE

AUTODESK MAYA	SIDEFX HOUDINI			
BLENDER	NUKE	UNITY	GIT	LINUX

SOFT SKILLS

Ability to work in teams and adapt rapidly to dynamic environments. Strong communication skills with capacity for autonomous learning. Problem-solving oriented with independent judgment and a strong commitment to results.

ADDITIONAL EXPERIENCE

Youth Leader (Monitor de Lleure)

Agrupament Lluïsos de Gràcia (MEG)

Managed group dynamics, conflict resolution, and teamwork activities for youth education. Officially certified as a group coordinator.

Event Logistics & Visual Identity

2023 - 2025 | Cucafarra de Gràcia

Event organization, resource logistics, public relations, graphic layouts and cohesive visual identities for neighborhood cultural events.