



SIMON JOKUSCHIES-WAGNER

SENIOR SOFTWARE ENGINEER / FOUNDER OF CRAGL VFX TOOLS

Software engineer with over **13 years** of professional experience and extensive python and Qt knowledge. Proficient in writing scalable, well-tested and documented code that adheres to common architectural design patterns. Founder of cragl vfx tools and fullstack web enthusiast.

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SKILLS & YEARS OF EXPERIENCE

Python	15	C++	2
PHP	6	XHTML	10
CSS	10	Javascript	8
Qt / PySide	10	FastAPI	2
Flask	3	TDD	8
PyTest	7	Unittest	8
CI/CD	2	GIT	8
GitLab	8	MySQL	10
MongoDB	5	Linux	6
Windows	20+	MacOS	17

QUALIFICATIONS

Bachelor of Science in Information Technology & Design

13 years of professional experience

Strong programming skills 20 years+

Advanced knowledge of Python and Qt/PySide

LINKS

reel www.leafpictures.de/reel

cragl vfx tools www.cragl.com

code samles www.gitlab.com/nukevfx/samples

tool examples www.leafpictures.de/tools.php

Linkedin <https://www.linkedin.com/in/simonjokuschies>

LANGUAGES

German - native

English - business fluent

WORK HISTORY

SCANLINE VFX

Senior Software Engineer

06/2024 - present

Scanline VFX - powered by Netflix - Munich, Germany

Led the modernization of essential internal tools written in Python, improving the scalability and maintainability of the company's software infrastructure.

Collaboratively developed and deployed multiple cross-platform standalone tools in Python, optimizing workflows across departments and boosting artist efficiency.

Led the development of user-friendly PySide GUIs integrated with existing systems, ensuring consistent performance in Digital Content Creation (DCC) applications.

Introduced a modular Houdini USD render pass manager, optimizing rendering pipeline flexibility and reducing manual setup time.

Built a core automation pipeline to unify workflows, streamline data flow, and accelerate version delivery across departments.

Worked with cross-functional teams to refine tools iteratively, ensuring usability and clean, well-tested code in a fast-paced environment.

SCANLINE VFX

Senior 2D Pipeline TD

06/2022 - 05/2024

Scanline VFX - powered by Netflix - Munich, Germany

Collaborated in team to optimize and maintain core automation pipelines for data publishing, increasing reliability and reducing manual errors.

Enhanced internal asset library with new features, achieving 700% faster loading via multi-threading, caching, and on-demand workflows.

Refactored and upgraded the dependency tracking system, increasing accuracy and transparency in cross- departmental workflows.

Developed standardized show setups and delivery pipelines, ensuring consistent output and efficient onboarding for new projects.

Enhanced the color pipeline for 2D production, ensuring visual accuracy across varying platforms and display technologies.

Provided hands-on technical support to artists and project teams, resolving production issues under tight deadlines and contributing to overall team productivity.

PXO

Pipeline TD

08/2018 - 05/2022

PIXOMONDO - Stuttgart, Germany

Revamped the delivery data pipeline in Python for improved efficiency and quicker turnarounds with customers.

Engaged in technical interview sessions to assess and evaluate candidates' skills and expertise.

Revamped 3D data publishing pipeline for enhanced efficiency and streamlined workflow.

Collaborated with department stakeholders and discussed efficiency improvements. Implemented a variety of tools written in Python for multiple department.

Added high volume of Unit- and End-to-End tests to legacy code base in order to gradually refactor and migrate it to a new and clean code base.

**Nuke TD**

01/2017 - 07/2018

PIXOMONDO - Toronto, Canada

Led the redesign and optimization of company's 2D pipeline, streamlining workflows and improving efficiency. Collaborated with stakeholders to integrate advanced tools written in Python to elevate production quality and speed.

Collaborated with teams to ensure new shows were set up correctly and met all technical requirements.

Developed and implemented efficient delivery and data pipelines, streamlining workflows and ensuring seamless integration to meet delivery deadlines of high-quality visual assets for customers.

**Founder**

02/2016 - present

cragl vfx tools - Hamburg, Germany

Developed specialized python tools designed to simplify, automate and accelerate common workflows in the media industry. Each tool is highly customizable, allowing users to tailor it to their specific needs for maximum efficiency and precision.

Used personal projects to explore emerging technologies and stay ahead of industry trends through hands-on experimentation.

All products interact seamlessly with microservices and perform a variety of CRUD operations, ensuring an efficient and scalable system communication.

Developed and deployed websites of various sizes for multiple clients, handling design and both frontend and backend development. Contained a variety of functionality like user and admin logins, dashboards, custom shopping system, fully customizable privacy settings and auto generated notifications.

**Compositor / Compositing TD**

07/2014 - 12/2016

nhb - Hamburg, Germany

Expertise in digital compositing, retouch work and rotoscoping using the industry-standard softwares Foundry Nuke and Autodesk Flame.

Worked on high-profile projects for clients such as Volkswagen, Mercedes, Opel, Nivea, and IKEA.

Developed and implemented compositing-related tools to enhance workflow efficiency and visual quality.

**Junior Compositor / Motion Graphic Artist**

06/2012 - 06/2014

nhb - Hamburg, Germany

Digital Compositing, retouch and rotoscoping using Foundry Nuke and Adobe AfterEffects for clients like Volkswagen, Nivea, Rabodirect, McDonalds.

EDUCATION

**Study Abroad - Digital Design**

02/2011 - 08/2011

Auckland University of Technology (AUT) - Auckland, New Zealand

Enrollments: Advertising Media Planning, 3D Modeling and Animation, Moving Image, Experimental Studies

**Study - Information Technology and Design**

09/2008 - 05/2012

University of Applied Sciences - Lübeck, Germany

Graduated as Bachelor of Science in Information Technology and Design

PUBLICATIONS

Rebelway Python for Nuke <https://tinyurl.com/ycxxr9rr>

Pluralsight Nuke Node Enhancement with Python <https://tinyurl.com/bp6tycfz>

Digital Tutors Developing GUI Based Tools for Production in Nuke <https://tinyurl.com/4bsje298>

Digital Tutors Developing Python Tools in Nuke <https://tinyurl.com/4j6knkzz>

Digital Production Multiple articles about Python in VFX production <https://tinyurl.com/mwzdzs5e>