



JÁKLI-PALLAI ISTVÁN

LEAD TECHNICAL / TOOL ARTIST • 3D GENERALIST

CONNECT

- azubiii.me
- istvan.dot@gmail.com
- Hungary, Dunaújváros
- LinkedIn

CORE SKILLS

- HDA Development
- Tools Development
- USD Workflow
- PBR Materials
- Troubleshooting
- Lighting Rendering
- Scene Assembly
- Render Optimization
- Generative Modeling
- Look Development

SOFTWARES AND TOOLS

- Houdini
- Solaris/Karma
- Redshift
- Maya
- Arnold
- Blender
- Substance Designer
- Substance Painter
- Quixel Suite
- Nuke
- Fusion Studio
- DaVinci Resolve
- Unity
- Unreal Engine

LANGUAGES, SCRIPTING & OTHER

- Python
- VEX
- MEL
- C#
- USD Workflow
- ACES Workflow

LANGUAGES

- Hungarian
- Native
- English
- Fluent

PROFESSIONAL SUMMARY

Pragmatic and solution-oriented Technical Artist and 3D Generalist with over 8 years of experience in procedural asset creation, pipeline automation, and tool development. Proven track record of bridging the gap between artistic vision and technical execution by developing custom tools, optimizing rendering pipelines, and engineering robust workflows in studio environments and startups.

WORK EXPERIENCE

SENIOR 3D GENERALIST & TOOL ARTIST IONART STUDIO

FEB 2018 – PRESENT

- Spearheaded the development of Houdini-based procedural systems and custom Houdini Digital Assets (HDAs) tailored for complex environment, FX, and rendering pipelines.
- Engineered studio-wide automation tools using Python, VEX, Batch, and MEL to streamline data transfer and asset exchange between Houdini, Maya, Blender, Nuke, Fusion, and DaVinci Resolve.
- Acted as the primary technical problem solver for the production team, identifying and resolving pipeline bottlenecks, render errors, and complex scene assembly issues.
- Maintained an agile, pragmatic approach to workflow optimization, consistently turning unexpected technical limitations into production efficiencies.

LEAD TECHNICAL / TOOL ARTIST BEAM.SPACE(CONTRACT / STARTUP)

2019 – 2022

- Designed and co-developed an automated photogrammetry and scanning pipeline for high-fidelity physical assets, including fabrics, leather, and organic textures.
- Authored custom MEL, Batch, and Python tools and plugins for Substance Designer to automate maps processing, tiling, PBR material generation, scene assembly, and rendering.
- Optimized data ingestion and processing workflows, ensuring seamless transitions from raw scanned data to engine-ready production assets.

EDUCATION

MAYA 3D GENERALIST

MesharrayDigitalMedia School
2017

HIGH SCHOOL GRADUATION & CERTIFICATE IN PROGRAMMING

Rudas Közgazdasági Szakközépiskola
2012