Michael Becker

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Professional Summary

Staff-level engineer specializing in OpenUSD interoperability, AI-enabled creative tooling, and real-time production systems across film, VFX, and immersive media. Led cross-studio initiatives spanning Disney, Pixar, Marvel, ILM, and external partners focused on scalable asset exchange, downstream reuse, and next-generation creative workflows. Deep expertise across Unreal Engine, spatial computing, web-native graphics, and open standards including OpenUSD and MaterialX, with a strong focus on operationalizing emerging technologies for artists, developers, and production stakeholders.

Core Expertise

OpenUSD & Interoperability

OpenUSD pipeline architecture
MaterialX & open shading standards
Cross-DCC asset exchange
Production interoperability
Real-time asset optimization

AI-Assisted Creative Workflows

ComfyUI & multimodal workflows
AI-assisted VFX tooling
Image/video generation
Depth estimation pipelines

Real-Time Graphics & Spatial Computing

Unreal Engine & Unity
WebGPU/WebXR/OpenXR
Gaussian splats
Spatial computing & VisionOS
Real-time rendering

Pipeline & Technical Leadership

Cross-functional technical strategy
Production tooling architecture
Vendor collaboration
Mentorship & documentation
Emerging technology prototyping

Professional Experience

Disney Studios — Staff Software Engineer, Creative Technology 2022–2026

- Led cross-studio interoperability initiatives focused on OpenUSD- and MaterialX-based asset exchange, downstream reuse, and production tooling in collaboration with Pixar, ILM, WDAS, Marvel, and external partners.
- Designed and implemented a web-native OpenUSD inspection and rendering platform enabling lightweight production review, scene exploration, and asset validation workflows for Pixar artists and animators directly in the browser.
- Embedded with Pixar to support real-time XR and downstream asset reuse initiatives for feature-film workflows leveraging Unreal Engine and OpenUSD-based pipelines.
- Collaborated with Marvel Animation and external VFX vendors to support standardized delivery and downstream reuse of over 1,500 production-grade assets.
- Developed cross-platform asset ingestion, simplification, and visualization tooling enabling lightweight web review and Unreal Engine integration for thousands of production assets across Disney banners.
- Collaborated with Epic Games on standardized asset ingest and downstream reuse workflows supporting interoperable real-time content pipelines across studio and game-engine ecosystems.
- Helped prototype and ship immersive XR environments for the Disney+ Apple Vision Pro experience utilizing real-time rendering and spatial computing technologies.
- Explored AI-assisted creative filmmaking workflows utilizing ComfyUI and emerging multimodal systems for image-to-video, depth estimation, generative asset creation, and related VFX workflows.
- Prototyped and evaluated emerging production-oriented technologies including Gaussian splats, volumetric capture systems, real-time visualization pipelines, and lightweight web-based review tooling.

Pluto — Lead XR Engineer / Product Lead
2020–2022

- Led development strategy and technical direction for Pluto's XR multi-application platform ecosystem.
- Designed and prototyped cloud-streamed XR applications spanning virtual and augmented reality workflows.
- Collaborated across engineering, product, and partner teams to define scalable XR platform architecture and multi-application workflows.
- Helped shape product strategy around interoperable real-time XR experiences and distributed application systems.
- Prototyped XR applications and tooling across Unreal Engine, Unity, and Three.js/WebXR ecosystems.

Magic Leap — Creative 3D Engineer, Digital Experience
Seattle, WA
2017–2019

- Developed real-time 3D experiences and interactive content for Magic Leap web platforms and digital experiences.
- Prototyped experimental features and immersive workflows for Magic Leap World using Unity and real-time rendering technologies.
- Authored technical and community-facing content for Magic Leap platforms and ecosystem partners.

Self-Employed — VR & Web Developer
New York, NY / Seattle, WA
2014–2017

- Designed and developed performant VR, WebGL, and interactive web experiences for clients spanning media, marketing, and immersive technology sectors.

Selected Technical Work

Web-Based OpenUSD Inspector & Renderer

Designed and implemented a fully web-native OpenUSD inspection and rendering platform enabling lightweight scene exploration, review, and validation workflows directly in the browser.

AI-Assisted Creative Workflow Exploration

Explored production-oriented generative AI workflows leveraging ComfyUI and emerging multimodal systems for image generation, image-to-video, depth estimation, mesh generation, and related VFX applications.

Real-Time Asset Reuse & XR Prototypes

Developed Unreal Engine and Unity prototypes focused on interoperable production asset reuse, real-time visualization, spatial computing workflows, and XR-based content exploration.

Education

Berklee College of Music — Bachelor of Fine Arts
2010

Certifications

Product Strategy — Northwestern Kellogg School of Management • Unity Certified Developer