Alec Tremblay

tremblayalec14@gmail.com   linkedin.com/in/alectremblay   alectremblay.xyz   (954) 850-6057

Summary

Student technical artist studying computer science after a 180 from a film production major. Fascinated by the intersections of established disciplines, learning so I can make better tools to make cooler stuff.

Experience

Technical Artist - DevLUP Studios (Student Organization)

October 2022 - April 2023 (until planned project completion date, part time)

- Responsible for materials, models, effects and tools for a space exploration game made in Unreal Engine.

Pipeline Intern - Steamroller Technologies

May 2022 - Aug 2022 (4 months, full time)

- Worked in a team on planning, developing a pipeline for game and themed experience development in Python with workflow-specific optimizations and automations for version control with Plastic, continuous integration with Jenkins, Agile task tracking and project management with Jira for use with Unity and Unreal Engine development.
- Made a Jira task submission tool for Slack with Slack Bolt, Slack Block Kit and Atlassian's REST API to reduce workload for production for developer submitted tasks. Developers can submit tasks through a Slack GUI app that will be DM'd to their production coordinator and created automatically with one button press to approve the task.
- Made a tool that generates scheduled reports of checkins to certain branches in Plastic and sends them to either a channel or group of users in Slack, with report creation and deletion fully managed through a Slack GUI app.
- Wrote scripts to automate tedious version control operations like setting up new repositories with branches and users when new projects are started.
- Built developer-facing documentation for my code with Doxygen and user-facing documentation on Confluence.

Virtual Production Research Intern - Florida State University

Mar 2021 - Apr 2022 (1 year 2 months, part time)

- Completed scan processing in Reality Capture, mesh retopology and texture cleanup in Blender, layout and final construction of Reims cathedral for an educational VR tour for the Oculus Quest using Unreal Engine.
- Helped construct and configure LED wall stage for virtual production and configure livelink Mo-Sys RED camera. Operated Unreal during shoots, moving lights, changing setups, fixing other issues, etc.
- Made Python code contributions to CG Lumberjack pipeline tools for Unreal Engine.

Education

(Ongoing) Florida State University

Bachelor's of Science degree, Computer Science

2020 - 2024

Tools

Python • Unreal Engine materials and Blueprint • Blender • Plastic SCM • Jira/Confluence • Reality Capture

Learning Maya and Perforce, familiar with C++ but have used it only for for school projects