

Jeremy Bernstein

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(505) - 353 - 1300

EDUCATION

University of New Mexico, Albuquerque - School of Engineering

*Major: Computer Science * Minor: Interdisciplinary Film and Digital Media*

GPA: 3.50

Graduation: Spring 2013

Design of Large Programs (Java) | Data Organization (C) | Computer Logic Design (VHDL) | Autodesk Maya Programming (MEL/Python) | Advanced Video Game Development (C#) | Data Structures & Algorithms

EXPERIENCE

Game - Alloy Video Game (<http://www.alloyvideogame.com>) - *Technical Supervisor*

August 2012 - Current

Collaboration between artists and programmers to bring a derelict world to life by creating robot ecosystems.

- Research, implementation, and training with the UDK environment and unrealScript
- Supervising a team of 9 programmers on development in the Unreal Development Kit

Work - Sandia National Laboratories - *Student Technical Intern*

June 2011 - January 2012

Technical internship building custom database and web tools for fast and reliable information access for internal Sandia National Labs.

- Backend database management and custom tool building using Microsoft Sharepoint 2010 and java.
- Frontend web tools build to make data easily and safely accessible using javaScript and HTML

Film - S.T.A.L.K.E.R. Heart of the Oasis - *Producer, VFX Artist*

August 2010 - June 2011

Short VFX intensive film for distribution to the internet community. Personal, self driven project, independent of the university.

- Assembled a small team of dedicated VFX artists to script, direct, and produce
- Networked with industry professionals (Albuquerque Stunt Association) for difficult effects

Film - Haley - *Visual Effects Supervisor, Associate Producer*

July 2010 - May 2011

Supervised pre/post-production of a fast-paced, large-scale student film production that links together a team consisting of members from the local community, industry professionals, and the university.

- Leading VFX team both on set and in studio while on a fast paced production schedule
- Set up and maintained a local rendering farm and shared asset network for post production team

Film - Erudite Digital: Club Heads - *Intern, VFX Artist*

July 2010 - January 2011

A small VFX intensive professional educational film production featuring multiple animated characters interacting with a live action actress totaling at over 200 VFX shots

- Created custom rendering tools in Python to assist in the compositing pipeline
- Preliminary Mental Ray rendering and After Effects composition pipeline setup

Miscellaneous

Global Game Jam 2012 (*Producer*) | Mass Effect: Assignment (*VFX*) | Loop by Alan Chan (*VFX*) | 48 Hour Film Fest (*Producer*)

Python Programming Student TA (*Spring 2012*) | Rio Grande Game Jam 2011 (*Programmer*)

SKILLS

Highly proficient in:

Java, C, Python, Autodesk Maya, Foundry Nuke, Autodesk 3DS Max, Adobe Suite, Windows OS

Proficient in:

MEL, C#, UDK, UnrealScript, SSH, SVN, Linux OS
