

jadinwilkening@gmail.com

(719)-337-2933

## Skills

### **Creative Software:**

Blender, Maya, RenderMan,  
Adobe Creative Cloud

### **Programming & Scripting:**

Python, C++, C#, PHP,  
JavaScript

### **Web & Database:**

HTML, CSS, MySQL, SharePoint,  
Git/GitHub

### **Tools & Platforms:**

Git, Windows, MacOS, Linux,  
Power BI, Office 365

### **Other:**

Render Pipeline Concepts, Web  
Design, Data Visualization,  
Technical Troubleshooting

## Education

05/2024

### **Bachelor Of Science:**

Computer Science And  
Mathematics

### **Randolph College**

Lynchburg, VA

### **Bachelor Of Arts:**

Media Arts And Animation

### **The Art Institute Of Colorado**

Denver, CO

### **Associate Of Science:**

Computer Engineering

### **Pikes Peak Community College**

Colorado Springs, CO

# Jadin Wilkening

## Summary

I'm a computer science grad with a creative streak and a relentless drive to break into the animation industry. My background isn't traditional, but that's my edge. I've built internal tools for NASA, developed my own portfolio from scratch, and taught myself the tech behind the magic. I bring experience in scripting, data visualization, and pipeline support, and I'm ready to jump in, contribute, and grow in a studio environment built on creativity and precision.

## Experience

### **NASA - Disasters Program Intern**

*Washington DC*

*06/2023 - 05/2024*

- Developed data visualizations using MySQL, increasing accessibility to critical environmental datasets.
- Collaborated cross-functionally to improve data pipelines and support technical infrastructure for ongoing research.
- Applied scripting and backend knowledge to automate report generation and data updates.

### **NASA Proposal Writing And Evaluation Experience - Data Engineer Intern**

*08/2022 - 12/2022*

- Supported creation of data-driven proposal by leveraging scripting for automation of categorization within NASA's technology taxonomy.
- Collaborated in peer proposal reviews, offering technical evaluations and feedback to strengthen project feasibility while promoting a supportive team environment.

### **NASA L'Space Mission Concept Academy - Lead Business Administrator Intern**

*08/2021 - 12/2021*

- Coordinated team communications and scheduling for a project simulating NASA operations in mock mission design.
- Supported technical and logistical coordination for systems engineering workflows.

- Led data collection efforts to streamline project reporting.

### **NASA College Aerospace Scholars - Project Manager Intern**

*San Jose, CA*

*08/2019 - 02/2020*

- Led a cross-disciplinary team in designing and programming a Mars rover simulation using sensors and robotics.
- Managed detailed timelines and communication among engineering, administration, and hazard teams.
- Conducted status updates and milestone check-ins to ensure alignment and data accuracy.

### **Available Upon Request - Additional Experience In IT And Customer Service**

## Projects

### **My Pipeline Pal – Animation Workflow Automation Tool**

*Personal project* | [github.com/jadinwilkening/my-pipeline-pal](https://github.com/jadinwilkening/my-pipeline-pal)

Created a Python script to streamline and support production workflows for animation studios.

- Categorizes and organizes project files into intuitive folder structures
- Automatically generates production logs (CSV format) with data including file types and sizes

### **Stars, Stripes, and Sprinkles – 3D Scene Created in Blender**

*Personal project*

Created a detailed 3D model of a donut using Blender, focusing on realistic textures, lighting, and materials to achieve a photorealistic render. Applied techniques such as subsurface scattering and particle-based sprinkles to enhance visual appeal.

- Modeled, textured, and rendered a stylized donut with patriotic design elements.
- Implemented advanced shading techniques to simulate realistic object and environment.