

jadinwilkening@gmail.com

(719)-337-2933

Skills

Animation Tools:

Blender, Maya, RenderMan

Programming & Scripting:

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

Pipeline & Tools:

Git, Linux, Windows, MacOS, Render Pipeline Concepts

Web & Database:

MySQL, HTML/CSS, SharePoint, Power BI, Data Visualization

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

Computer Science graduate with a passion for animation and a proven track record of building tools that streamline production workflows. Experienced in Python, Maya, and Linux, with hands-on pipeline and automation projects at NASA and personal animation tools. I thrive on solving complex technical challenges, supporting artists, and turning messy workflows into clean, efficient pipelines. 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 Python scripts to automate data collection and report generation, streamlining workflow efficiency.
- Built internal tools to organize and visualize complex datasets, improving accessibility for technical teams.
- Collaborated cross-functionally, troubleshooting technical pipelines and supporting research infrastructure.

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

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.