

Jacqueline Allex

jackieallex@gmail.com | 732.598.2503 | jackieallex.com | github.com/jallex

SKILLS

Programming : Python, PyQt, Lua, TCL, C++, OpenGL, C#, Javascript, Git, Perforce, Linux, Agile

DCC Proficiencies : Katana, Nuke, Maya, USD, Presto, Blender, ZBrush, Substance Painter, UE4, Unity

EXPERIENCE

Pixar Animation Studios

Emeryville, CA

Lightspeed Technical Director Resident

February 2023 - Current

- Worked on the feature films *Inside Out 2* and *Elio*
- Perform sequence and shot optimizations, maximize render throughput and quick render turn-around.
- Solve technical challenges in Lighting and Compositing using Katana and Nuke. Find quick solutions, fix any render artifacts and noise. Own sequences, and ensure final images are clean.
- Implement pipeline optimization and workflow improvement projects involving custom Katana OpScripts using Lua, shelf scripts and macros using Python, and Nuke scripts using Python and TCL.

Software Engineer - Applications Intern

June - September 2022

- Programmed tools using Python, Qt, and C++ for set-dressing artists in Maya and Presto.
- Contributed features to open source project [maya-usd](#) to support Maya UFE development.

Disney Research Imagineering

Glendale, CA

Research and Development Co-op

January - June 2022

- Collaborated on Imagineering research projects related to AI characters and AR experiences.
- Programmed procedural animation state system including visemes for dialogue, for real-time character experience using UE4 and Blueprints. Sculpted, modeled, rigged, textured, and animated character.

Electronic Arts

Pasadena, CA

Technical Artist Intern

May - August 2021

- Served as a Technical Artist on Battlefield Mobile for Industrial Toys; programmed artist-facing tools using Python, PyQt, Blueprints for UE4 and Maya. Used Perforce for source control.

ILM, Lucasfilm

San Francisco, CA

Core Pipeline Software Engineer Co-op

January - May 2021

- Used Python3 to code features in Excavator, a tool for scanning a filesystem for information about what lives on disk and storing that information in elasticsearch for artists and engineers to reference.
- Wrote scripts and debugged farm jobs (Coda), worked using docker and linux.
- Transferred scanned information from redis to kafka, inserted data from kafka into elasticsearch.

Human Movement Neuroscience Lab

Boston, MA

VR | AR | Motion Capture Technical Engineer

January 2020 - January 2021

- Developed 3D animation capabilities for open-source project *freemocap*, a markerless mocap system.
- Created full-body human animations using Python, Blender's API, marker & markerless mocap sessions.
- Cleaned large amounts of data, created automated mocap export system which exports FBX, GLTF, USD

Bank of America

Jersey City, NJ

Global Technology Analyst Intern

June - August 2019

- Used ReactJS and NodeJS to design and build 10+ features on the front-end and API of data transfer app.

EDUCATION

Northeastern University, Khoury College of Computer Sciences

December 2022

Bachelor of Science in Computer Science and Media Arts

GPA: 3.8 / 4.0

VOLUNTEERING

SIGGRAPH Conference 2023 and 2022 Team Leader, 2021 Student Volunteer

PROJECTS

Mesh Decimation LOD Tool

- Implemented Mesh Decimation and visualization tool using edge collapse and vertex split algorithms, half edge data structure, C++, OpenGL, and SDL, including a greedy variant for optimization of dense meshes.