

Jacqueline Alex

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Skills

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

DCC Proficiencies : USD, Renderman, Nuke, Houdini, Solaris, Maya, Katana, Unreal Engine, Blender

Experience

Megalis VFX

Tokyo, Japan

Pipeline Technical Director

March 2024 - March 2025

- Developed pipeline tools for Houdini, USD workflows, rendering, denoising, publishing, Nuke, Maya, Unreal Engine, Shotgrid, RV, and Deadline Monitor. Used Rez packages, Git, and wrote CI/CD tests for code.
- Took part in designing, and implemented USD Manifest editing tool, for artists to manage the assets present in a shot/seq/show, including specifying the number of instances and variants.
- Helped design, programmed, integrated custom USD Asset Resolver into pipeline, USD recursive dependency collection methods, and early stages of a USD Layer and Version Manager tool.
- Performed pipeline optimizations and technical support for artists across departments.
- Took on shading and generalist tasks in Houdini and Unreal, adapting to the needs of a small studio environment.

Pixar Animation Studios

Emeryville, CA

Dailies, Lightspeed, Rendering Technical Director

Feb 2023 - Feb 2024

- **Inside Out 2 Sequence Lead** - Led sequences across all stages of production as the technical point of contact for lighting, shading, compositing, animation, FX, sets, and more.
- Wrote pipeline tools, automated processes, led dailies reviews, and performed quick shot fixes.
- Monitored and optimized the rendering pipeline, automating farm resource tracking and resolving any render errors.

Lightspeed Rendering Pipeline

- Enhanced the studio's cloud pipeline by transitioning denoising of single frame sky dome images from OptiX to DRS, improving volume detail preservation and render efficiency.
- Implemented workflow optimizations using custom Katana OpScripts (Lua), Python shelf scripts, and Nuke/TCL tools.

Lightspeed Technical Director

- On shows *Inside Out 2* and *Elio* - Performed sequence and shot-level optimizations to maximize render throughput and interactive speed.
- Cleaned and finalized Renderman renders in Katana and Nuke - addressing noise, shading issues, fireflies, fog chatter, NaNs, dicing pops, intermittent render artifacts, and more to ensure final quality and approval in reviews. Wrote LPE's, scripts, and made technical fixes.
- Owned sequences end-to-end, delivering fully clean final frames under tight production deadlines.

Studio Tools Software Engineer – Applications Intern

June - Sept 2022

- Developed C++, Python, and Qt tools to support set-dressing workflows in Maya and Presto.
- Contributed features to [maya-usd](#) open source project, enhancing USD pipeline integration within Autodesk Maya.

Disney Research Imagineering

Glendale, CA

Research and Development Co-op

Jan 2022 - May 2022

- Conducted R&D with Imagineering on AI character experiences, procedural animation, and interactive AR systems. Used TouchDesigner to run real-time show live.
- Programmed procedural animation state system including visemes for dialogue, for real-time character experience using Unreal Engine and Blueprints. Sculpted, modeled, rigged, textured, and animated character.

Electronic Arts

Los Angeles, CA

Technical Artist Intern

May - Aug 2021

- Contributed as a Technical Artist on *Battlefield Mobile* with Industrial Toys, developing artist-facing tools in Unreal Engine 4 and Maya using Python, Qt, and Blueprints. Created general-purpose tools, including a Slackbot, and managed source control with Perforce.

ILM, Lucasfilm

San Francisco, CA

Core Pipeline Software Engineer Co-op

Jan - May 2021

- Used Python to program features in Excavator, a tool to manage and free up studio disk space, by scanning the filesystem for information about everything that lives on disk and storing data in Elasticsearch for artists and engineers to reference.
- Debugged farm jobs (Coda), and worked with containerized environments (Docker, Linux)
- Built pipelines transferring scanned data from Redis to Kafka, then inserted data into Elasticsearch, for artist and engineering reference.

Human Movement Neuroscience Lab

Boston, MA

VR | AR | Motion Capture Technical Engineer

Jan 2020 - Jan 2021

- Developed 3D animation pipelines for open-source project [freemocap](#), a markerless motion capture system.
- Created full-body human rig and animations for marker & markerless mocap sessions using Python and Blender's API, as well as an export tool into 3D file formats.

Bank of America

Jersey City, NJ

Global Technology Analyst Intern

June - Aug 2019

- Used ReactJS and NodeJS to design and implement over 10 front-end and API features for an internal data transfer application.

Education

Northeastern University, Khoury College of Computer Sciences

2018 - 2022

Bachelor of Science in Computer Science and Media Arts

GPA: 3.8 / 4.0

Volunteer

SIGGRAPH 2025 : Immersive Pavilion Committee, Conference Apprentice

SIGGRAPH 2021 - 2023 : Student Volunteer Team Lead, Student Volunteer