

Jacqueline Alex

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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

Inside Out 2 Dailies, Lightspeed, Rendering Technical Director

February 2023 - Current

- Lead sequences through entire life on show as the technical point person – update statuses, run reviews, make quick fixes in shots across a broad range of problems like lighting, compositing, animation, FX, sets, and more.
- Manage rendering pipeline, monitor farm, perform farm time & memory automation, quickly resolve errors.

Studio Pipeline Improvement Effort

- Enhance cloud rendering pipeline by programming the transition from OptiX to DRS denoiser, improving efficiency and preserving detail in volumes.
- 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.

Elio Lightspeed Technical Director

- Perform sequence and shot optimizations, maximize render throughput, interactive speed, and quick render turn-around.
- Solve technical challenges in Lighting and Compositing using Katana and Nuke. Debug intermittent problems.
- Find quick solutions, clean up noise and any render artifacts such as specular flickers, crunchy dark regions, shading issues, fog chatter, dicing pops, and more. Own sequences, and ensure final images are clean.

Studio Tools 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 USD (Universal Scene Description) plugin for Autodesk Maya, [maya-usd](#).

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 implement features in Excavator, a tool for scanning a filesystem, storing information about shows in production in elasticsearch for artists and engineers, and displaying unused files to free disk space.
- 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 motion capture 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