

Jacqueline Allex

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SKILLS

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

DCC Proficiencies : Maya, Blender, Houdini, UE4, Unity, ZBrush, Substance Painter

EXPERIENCE

Pixar Animation Studios

Software Engineering - Applications Intern

Emeryville, CA

June - August 2022

Disney Research Imagineering

Research and Development Co-op

Glendale, CA

January - June 2022

- Worked on Imagineering research projects related to AI characters and AR experiences. Helped program procedural animation state system including visemes for dialogue, for real-time character experience using UE4 and Blueprints. Sculpted, modeled, rigged, and textured character and other assets. Wrote script, storyboarded, and created concept art.

Electronic Arts

Technical Artist Intern

Los Angeles, CA

May - August 2021

- Worked on Battlefield Mobile as a Technical Artist for Industrial Toys; programmed artist-facing tools in Unreal Engine 4, Maya 3D, and general tools such as a Slackbot, primarily using Python, PyQt, and Blueprints Visual Scripting Language. Used Perforce for source control.

ILM, Lucasfilm

Core Pipeline Software Engineer Co-op

San Francisco, CA

January - May 2021

- Used Python3 to program 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

VR | AR | Motion Capture Technical Engineer

Boston, MA

January 2020 - January 2021

- Constructed skeleton and created full-body human animations using Python, Blender's API, and parsed data collected through marker and markerless motion capture sessions.
- Cleaned large amounts of mocap data and leveraged Blender's API to create an automated mocap data export system which exports animated skeleton and mesh as an FBX, GLTF, or USD file.

Bank of America

Global Technology Analyst Intern

Jersey City, NJ

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

Candidate for Bachelor of Science in Computer Science and Media Arts

Boston, MA

December 2022

GPA: 3.8 / 4.0 (Dean's List Placement for Academic Excellence)

Coursework: Computer Graphics, Linear Algebra, Algorithms, Object Oriented Programming, Animation, Game Animation, Character Design, Computer Science Fundamentals I & II

VOLUNTEERING

ACM SIGGRAPH 2022 Team Leader, 2021 Student Volunteer

PROJECTS

Mesh Decimation LOD Tool

- Implemented Mesh Decimation and display tool using edge collapse algorithm using C++, OpenGL, and SDL, including a greedy version for optimization in reducing dense meshes.
- Created an artist-usable LOD Maya tool using Maya's Python API 2.0 and maya.cmds. Uses the Half Edge data structure, and edge collapse as well as vertex split to reduce/add edges to the mesh