

# JESSICA ALLISON

jessicallison.github.io

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## EDUCATION

### GEORGIA INSTITUTE OF TECHNOLOGY

BS in Computer Science  
Media and People Threads  
BS in Biology  
Expected: December 2016  
GPA 3.70 / 4.00

## SKILLS

COMPUTER GRAPHICS  
Modeling | Rigging  
Skinning | Keyframing  
Mesh Subdivision  
Dynamic Instancing  
Raytracing | Flocking

### SOFTWARE

Maya | Unity 3D  
InDesign | Illustrator  
Photoshop | Lightroom  
Flash | AfterEffects

### LANGUAGES AND ENVIRONMENTS

Java | C | C#  
JavaScript | HTML/CSS  
Processing | MEL  
Android Studio  
Advanced Excel

## EXPERIENCE SIMULATING BIOLOGY

### GT GRAPHICS LAB | SENIOR RESEARCH PROJECT AUGUST 2015 - PRESENT

Implemented a tissue based modeling system to model, rig, and skin a scientifically realistic beluga whale in Maya. Used keyframe animation to mimic natural swimming motions. Wrote MEL scripts to optimize joint motion in directed swimming patterns.

### GT ANIMATION COMPETITION | STUDENT MAY - AUGUST 2015

Wrote all code from scratch to display underwater scene in Processing. Created coral and fish from instances of primitive shapes, animated fish swimming through scene, and controlled camera movement and lighting to influence scene feel.

### GEORGIA AQUARIUM | HUSBANDRY VOLUNTEER OCTOBER 2013 - MAY 2015

Directly assisted aquaculturists and researchers in care of tropical and cold water invertebrates. Worked with behavior trainers in preparing medical and quarantine conditions.

## COMPUTER GRAPHICS

### VIDEO GAME DEVELOPMENT | DEVELOPER AUGUST 2015 - PRESENT

Working in a team of four to create a single player stealth/puzzle game set in a psychiatric ward in Unity 3D. Designed state machine controlling character switching and general game feel.

### RAMBLIN' RECK CLUB | T-BOOK EDITOR MAY 2013 - PRESENT

Worked with historians, student photographers, and publishers to design, print, and distribute a 160 page Traditions Book to 5,000 incoming students. Promote with social media, videos, and posters.

### GT GRAPHICS COURSE | STUDENT MAY - AUGUST 2015

Worked extensively to build low level skills in fundamentals of computer graphics. Designed and coded a raytracer, a method for mesh subdivision, and a dynamic particle system.

### SIDEQIK | STORYTELLING INTERN JANUARY - MAY 2015

Developed understanding of web analytics and automated partnership marketing. Created infographics, landing pages, and small scale web games.

### ANDROID DEVELOPMENT | DESIGNER/DEVELOPER JANUARY - MAY 2015

Worked in a team of five to build an app for sharing shopping wishlists and local deals with friends. Responsible for branding, UI design, and implementing swipe animations between screens.

### GAME BOY ADVANCE DEVELOPMENT | DEVELOPER JANUARY - MAY 2015

Developed a 2D safari animal rescue adventure game in C to run on a GBA simulator. Implemented dynamically loading tiles and tilesheets to easily create new levels.

## EMPLOYMENT

### GEORGIA TECH CAMPUS RECREATION CENTER

#### FACILITY MANAGER | JANUARY 2015 - PRESENT

Manage all hiring, training, payroll, and evaluations of 100+ student staff. Work with professional staff to develop department culture. Bring technical experience to overhaul internal organization.

#### BUILDING SUPERVISOR | JANUARY - DECEMBER 2014

Led 65+ student staff in injury and emergency situations response

#### FACILITY ASSISTANT | MAY - DECEMBER 2013

Monitored access, equipment inventory, and customer service.