

JESSICA ALLISON

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EDUCATION **GEORGIA INSTITUTE OF TECHNOLOGY**

BS in Computer Science
Media and People Threads
BS in Biology
Expected: December 2016
GPA 3.64 / 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.