

# JUSTIN TENNANT

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Los Angeles, CA

Technical Director with multiple feature film experience in CG animation pipeline & artist tools development, data web visualization & ETL pipeline engineering, with a computer graphics/computer vision background.

## EXPERIENCE

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### Technical Director, Walt Disney Animation Studios

2019 – Present

- Developed pipeline metrics monitoring dashboard in 6 months with React and Express. 200 users, 2,000+ sessions since launch.
- Developed a multi-shot volumetrics publishing workflow for lighting department. Responsible for 50% of the clouds, mist, fog seen in *Raya and the Last Dragon*.
- Organized and facilitated 60+ person department biweekly discussions and plans around internal tools & workflows.

### Assistant Technical Director, Walt Disney Animation Studios

2018 – 2019

- Designed and developed a PyQt-based UI for internal version control system. 50+ regular users across 5 departments, avg 100+ uses/week, across every feature & short film since *Frozen II*.
- Supported all animation production departments during development of *Frozen II*; assisted artists with data/pipeline issues.

### Technical Lead, Rig Think

2017 – 2018

- Designed and developed a PyQt-based animation pose library Maya plug-in, using a custom pose filetype.
- Constructed a Jenkins CI server on AWS for software testing & deploying.
- Architected a Amazon SES + Lambda pipeline for team email management.
- Built static generated website ([righthink.com](http://righthink.com)) using Jekyll and GitHub Pages.

## PROJECTS AND VOLUNTEER WORK

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### USD Plugin for JetBrains IDEs

JetBrains IDE (PyCharm, CLion, IntelliJ, etc) plugin for Pixar's Universal Scene Description framework; written in Java. Provides syntax highlighting/validation, asset/prim reference navigation, and file structure viewing for USD files. 1,000+ plugin installs through the JetBrains Marketplace, [30 stars on GitHub](#).

### Stringless

Real-time markerless facial motion capture into Autodesk Maya, written in C++ using dlib, OpenCV. Features a client-server data transaction protocol, can operate at over 100 frames per second on a single camera. [58 stars](#), [13 forks on GitHub](#).

### Subcommittee & Triage Jury Member, SIGGRAPH

Volunteer position within the annual ACM SIGGRAPH Computer Animation Festival for 2 years (2018-now). Student team leader & volunteer at SIGGRAPH conference for 2 years prior (2016-2018).

## SKILLS

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- CG animation pipelines: Python (2 & 3), Qt/PyQt, Universal Scene Description, C++, Maya, Nuke
- Web development: JavaScript, HTML/CSS, React, Express, Node
- Data pipelines: AWS, Elasticsearch, Pandas, NumPy, SQL
- Computer vision: dlib, OpenCV
- Other: Java, DevOps, LaTeX, graphic design

## EDUCATION

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### San José State University, BS Computer Science

2013 – 2018

- Cum Laude, and Honors in Computer Science
- Founder & past president of Computer Graphics Student Organization. I managed club growth from 5 to 200+ members in two semesters. Hosted workshops & talks from Pixar, Industrial Light & Magic, Google