Krysten Tachiyama

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WORK EXPERIENCE

Jr Pipeline TD | Halon Entertainment   **June 2021 – Present**
- Create custom technical-visualization tools that allow artists to analyze and refine their scenes
- Maintain and enhance virtual production pipelines
- Provide technical support for workflow tools such as debugging, problem resolution, training, and further tool customization
- Rewrite and rectify legacy code to improve functionality and maintainability
- Optimized a tool codebase by designing and implementing a central configuration

Amplify | Mozilla Engineering Intern   **March 2020 – May 2020**
- Collaborated with a team to develop a React Native mobile app that implements GraphQL queries and utilizes the Spotify API in order to allow users to host or join music rooms and enjoy a social music listening experience

TECHNICAL SKILLS

- **Programming Languages:** Python, C++, UE Blueprints, MEL
- **Animation Software:** Maya, Unreal Engine, ShotGrid, PyQt, PySide2, Qt Designer, FFMPEG, Unity, OpenGL
- **Version Control/Agile:** Git/GitHub/GitLab, Perforce, Jira
- **IDE Software**: PyCharm Professional, VS Code, Microsoft Visual Studio

RELATED PROJECTS

Batch Animation Tool (Python, MEL, PySide2)
- UI tool for Maya that batch imports an animation, applies the animation to the character, and saves the applied animation to the desired path.

Export Camera as FBX Tool (Python, PySide2)
- UI tool for Maya that allows a user to export a camera as a FBX file and save it in a desired destination. It includes a customized user setup script that adds a dropdown menu to the Maya menu bar in order to access the tool.

Animation Importer (Python | UE4 Blueprints)
- UE4 widget that allows the user to input a shot folder of FBX character animations and a skeletal mesh
- Applies the given animations to the mesh and imports each applied animation into the project

EDUCATION

Loyola Marymount University | Los Angeles, CA   **Graduated May 2021**
Bachelor of Science in Computer Science   GPA: 3.77 | Dean's List All Semesters
Minor in Animation   Magna Cum Laude