

Vanessa Pyne

610-420-4483 | vipyne@gmail.com

[Github](#) [LinkedIn](#) [Tumblr](#) [Website](#) [Twitter](#) [Vimeo](#)

EXPERIENCE

Participant, Recurse Center

September - December 2016

Focused time on OpenGL, WebGL, GLSL shaders, and the graphics pipeline by writing C/C++, reading Assembly, investigating OSX, debugging in LLDB, and reviewing matrix math. Paired with @alinen to write a ray tracing fragment shader.

Front-end Engineer, Animoto

August 2014 - September 2016

Worked with Rails, Backbone, gulp, karma, JIRA/Confluence, Snowplow analytics, SQL and MongoDB, on multiple video creation products. Tackled bug fixes, features, and cross browser compatibility with particular regard to WebGL. Wrote JavaScript unit tests and utilized internal CI tools as well as Bamboo and Jenkins to deploy to development and production environments. Took initiative to create and contribute to instructional technical documentation.

Full Stack Developer, Tribeca Film Festival

February - April 2014

Assisted lead developer in updating Rails app for festival season. Improved Mongo database performance in ActiveAdmin, grokked custom CMS, and translated designs into front-end code.

Freelance AfterEffects Animator, Vanessa Pyne, LLC

2009 - 2014

Prepared graphics for on-air content for Fuse News and edited sizzle reels for AOL NewFronts event. Interfaced with creatives at Ogilvy & Mather and clients including IBM, Motorola, and Time Warner Cable. Chose content within designated guidelines, animated logo transitions, and balanced rapid changes with tight deadlines.

Video Editor / Visual Effects, Clambake Animation

2007 - 2009

Edited and assembled Adult Swim's animated series "Assy McGee" through all stages of production. Integrated artistic vision and technical skills to create compelling effects and graphics for episodes and shows in development.

PROJECTS

[webgL0L](#) : WebGL from "hello triangle" to a matrix rotation. (JavaScript)

[targa-imaging](#) : Translate any file type into a TARGA encoded image file. (C)

[giffy](#) : Encode and decode ASCII messages in GIF files. (C)

SKILLS

C/C++, WebGL, OpenGL, Javascript/Backbone, Ruby/Rails, GLSL,
Adobe AfterEffects/Creative Cloud, Bash, MacOS/*nix, git

EDUCATION

NYU School of Professional Studies

2015

Introduction to C/C++ and Intermediate C++ Programming

Rhode Island School of Design

2001 - 2005

BFA in Film/Animation/Video , English Concentration