

Kaleah Jackson

Pipeline Technical Director

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SUMMARY

Hard working software developer with technical, artistic, and support experience. I am a problem solver, adapting well to new situations and quickly learning new software, tools, and techniques. I maintain a professional demeanor even in high-pressure situations and enjoy collaborating with others to bring ideas to life. With a keen eye for detail and a commitment to excellence, I'm excited to contribute my skills to projects in the creative industry.

EXPERIENCE

Pipeline TD Jul '23 — Jun '24
Premise Entertainment Orlando, Florida (remote)

- Developed and upkept custom tools and scripts for artists within a feature animated film production pipeline both independently and as part of a team
- Addressed feedback and requests from production and artists in a timely and agile manner to troubleshoot technical issues, address needs, translate artist visions into viable solutions, and streamline virtual production workflows
- Collaborated on tools to automate processes such as asset management, data ingestion between departments, file setup for artists, asset and shot publishing, and data tracking
- Performed quality assurance tests with fellow developers and artists as well as created documentation and performed group and individual trainings to effectively facilitate new tool rollouts into artist and developer workflows
- Served as TD and pipeline contact for the CG Layout department, working with the layout artists to create scripts in Maya for accelerating and cleaning up animation, scene setup, review, and export workflows

Pipeline TD and Layout Artist Jun '22 — May '23
Brigham Young University Center for Animation Provo, Utah

- Created layout shots, developed pipeline tools and provided technical support for the production of a national award winning animated short film “The Witch’s Cat” (2024 College Television Awards 1st place winner)
- Built a pipeline up from basic manual processes to a functioning automated workflow that utilized updated industry technology and greatly improved artist efficiency, data organization, and the accuracy of production assets moving between departments
- Developed tools for Maya and Houdini to aid artists and address the issues and needs of production
- Translated storyboards into 3D shots by blocking out character, prop, and camera animation in Maya

Computer Support Technician Jun '21 — May '23
Brigham Young University – Office of Digital Humanities Provo, Utah

- Provided computer support to a department of over 100 faculty members
- Identified and resolved a wide range of technical problems promptly to facilitate a productive working environment for faculty and ensure a standard of excellent customer service

EDUCATION

Bachelor of Science in Computer Science: Animation Emphasis, Brigham Young University (GPA: 3.93) Apr '23

- Course Experience: systems programming, advanced programming concepts, technical writing, software design, computer graphics, previsualization, cinematography, character animation, procedural shading and modeling, image processing, real-time engines, FX, .usd workflow, pipeline programming
- Brigham Young University is ranked number one in the United States for its Bachelor of Science Animation program (Animation Career Review 2024)

SKILLS

Programming Languages C/C++, Java, Python
Operating Systems Linux, Windows, MacOS
Animation and Visual Effects Software Maya, Houdini, Unreal, Substance Painter, Substance Designer, Nuke, Adobe Premiere, Avid, RV
Project Management Tools Jira, Confluence, Shotgrid, Ftrack
Office Productivity Tools Google Suite, Microsoft Suite

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October 5, 2024
Studio Zubio

Dear Hiring Manager:

I was excited to come across the Maya Pipeline Tool TD position posted on your website. With a technical background, dedication to high-quality work, and experience in Maya tool development, animation pipelines, and customer support, I believe my skillsets apply well to this position and I look forward to the opportunity to contribute to your team.

As a Pipeline TD, I've worked in multiple companies with teams of developers to design, script, and implement custom tools for animation production pipelines. My artistic and technical experience helped me to communicate and work effectively with each department to support artists and address issues calmly within tight deadlines and changing production needs. In addition to developing new tools, I performed quality assurance tests, ran trainings, and helped to troubleshoot and resolve technical issues that arose within artist workflows. My cooperative mindset, adaptability to new problems and situations, and efficiency in addressing feedback enable me to support my teams well.

I graduated with a Bachelor's degree in Computer Science with an Animation emphasis from Brigham Young University's top-rated animation program. While earning my degree I worked with fellow students in artistic and technical tracks to create an award winning animated short film, serving as a pipeline developer and a layout artist. My responsibilities included basic blocking and animation for layout shots, modeling and texturing proxy assets, and final polishing for set dressing and camera animation. Those tasks helped to inform my work as a pipeline developer as well, allowing me to better support the artists and contribute to the success and efficiency of the production pipeline as a whole. I worked on automating processes for asset management in addition to developing custom tools to support layout and animation artists within Maya and Houdini.

I believe my experience and skillset will serve well in the Maya Pipeline Tool TD role. I strive to be a positive problem solver, consistently meeting deadlines and ensuring high-quality results. I look forward to learning more about your great team and the work you do. Thank you for your time and thoughtful consideration. If you have questions, please feel free to contact me. I look forward to your response.

Sincerely,

Kaleah Jackson