

JACQUELYN“JAC”PIETTE • VFX: Lighting and Paint Fix

(Cell) Available upon request info@jacpiette.com <http://www.jacpiette.com>

WORK EXPERIENCE

October 2011 - Present

Moving Picture Company

Lighting Technical Director

- Debug, light, and integrate a wide range of 3D CG assets and characters into live action scenes. Assets integrated include, but are not limited to: digital doubles, metallic objects such as vehicles, fur, and environments for scene extensions.

May 2011 - July 2011

Reel FX

Lighting and Compositing Artist

- Project contractor position for feature animation-quality television special. Responsibilities included lighting, rendering, and compositing all assets in assigned shots, as well as compositing and troubleshooting assigned shots in stereoscopic 3D.

October 2010 - April 2011

Digital Domain

Lighting Artist and Pipeline Technical Director

- Project contractor position. Responsibilities include lighting and integrating 3D CG characters and models into live action scenes. Re-classified as Pipeline Technical Director when lighting inventory is low, whereby responsibilities shift to plugin scripting using Python, MEL, and Bash; debugging and updating legacy MEL scripts to restore functionality, and translating legacy MEL scripts into Python.

March 2010 - October 2010

Walt Disney Animation Studios

Assistant Technical Director - Lighting and Rendering

- Project contractor position. Responsibilities include shot conversion to stereoscopic 3D, Paint Fix, lighting and compositing, active support of the lighting department, up-resing renders to 2K for film delivery, active backup support for other departments such as Animation, additional misc stereoscopic 3D work, and misc support for technical direction staff including but not limited to tool creation, python scripting, and pipeline troubleshooting.

November 2008 - March 2010

Blue Sky Studios

Lighting Technical Assistant

- Liaison between lighting and animation departments, grind shot files for studio software, render wrangle, debug shots that come out of animation, track assigned sequences through end of lighting and stereo 3D, artistically assist lighting and paint departments with shots when requested

December 2007 - October 2008

DreamWorks Animation SKG

Production Assistant

- Assist with pipeline management, management of artists schedules, meeting arrangements, and the updating of shot tracking documents.

EDUCATION

August 2003 - December 2006

Purdue University

Degree: Bachelor of Science with Distinction

Major: Computer Graphics Technology

Minor: Entomology

August 2007 - December 2007

Georgia Institute of Technology

Degree: Masters of Science

Program: Digital Media

- Successfully completed one semester, withdrew due to job offer at DreamWorks Animation SKG