

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 and tools. I pride myself on maintaining a professional demeanor even in high-pressure situations and I 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

- Developed and upkept custom tools and scripts for artists within a feature animated film 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

Pipeline TD and Layout Artist

Jun '22 — May '23

Brigham Young University Center for Animation

- Created previs and 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
- Blocked out initial character, prop, and camera animation for previsualization and layout
- Collaborated with animation and lighting departments to perform shot adjustments to ensure image quality and to preserve continuity and composition

Computer Support Technician

Jun '21 — May '23

Brigham Young University – Office of Digital Humanities

- 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 communication, 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