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JESSICA RIEWE

OBJECTIVE

TECHNICAL DIRECTOR OR TECHNICAL ARTIST POSITION IN LIGHTING OR SHADING

EDUCATION

- 2004-2007 TEXAS A&M UNIVERSITY COLLEGE STATION, TX
- M.S. IN VISUALIZATION SCIENCES
- 1999-2004 TEXAS A&M UNIVERSITY COLLEGE STATION, TX
- B.E.D ENVIRONMENTAL DESIGN

WORK EXPERIENCE

- Spring 2007 C.I.S. TEXAS A&M UNIVERSITY COLLEGE STATION, TX
I.T. CONSULTANT
- CONTINUED RESPONSIBILITIES FROM GRADUATE ASSISTANT POSITION
 - TRAINING NEW C.I.S. GRADUATE ASSISTANTS
 - ASSISTING SUPERVISORS IN INDEPENDENT PROJECTS SUCH AS ONLINE TECHNICAL REFERENCE MANUALS, LAB HANDOUTS, AND TRAINING VIDEOS
- Fall 2006 C.I.S. TEXAS A&M UNIVERSITY COLLEGE STATION, TX
GRADUATE ASSISTANT
- IN CHARGE OF TRAINING NEW COMPUTER INFORMATION SERVICES EMPLOYEES IN LAB WORKINGS AND SOFTWARE, INCLUDING TRAINING IN ADOBE PREMIERE PRO, PHOTOSHOP CS, ADOBE ENCORE, AND ADOBE AFTER EFFECTS
 - IN CHARGE OF BUILDING AND MAINTAINING ONLINE EMPLOYEE TRAINING WEBSITE AND CERTIFICATIONS
 - GRAPHICS AND VIDEO WORKSTATION SOFTWARE SUPPORT/INSTRUCTION FOR A&M STUDENTS

Summer 2005 TEXAS A&M UNIVERSITY COLLEGE STATION, TX

CHARACTER LEAD - 'RIVALRY'

- CHARACTER LEAD ON 17 PERSON TEAM IN CONJUNCTION WITH TDs FROM PIXAR ANIMATION STUDIOS. RESPONSIBLE FOR ASSET MANAGEMENT AND 'FIX' DEVELOPMENT FOR ONE OF THE TWO CHARACTERS OF A SHORT ANIMATION. ALSO RESPONSIBLE FOR ALL CHARACTER SHADERS, AND MODEL FIXES.

CONFERENCES

TexGRAPH 07 MAY 17TH 2007 TEXAS A&M UNIVERSITY

A VIRTUAL SCULPTURE BASED MORPHABLE FACE MODEL

COMPUTER SKILLS

- 9 YEARS EXPERIENCE WITH ADOBE PHOTOSHOP (VERSIONS 4.0 - CS3)
- 3 YEARS EXPERIENCE WITH ALIAS/WAVEFRONT MAYA (VERSIONS 5.0 - 8.5)
- 3 YEARS EXPERIENCE WITH RENDERMAN SLIM INTERFACE
- 3 YEARS EXPERIENCE WITH ADOBE AFTER-EFFECTS (VERSIONS 5 - 6.5)
- 2 YEARS EXPERIENCE WITH ADOBE PREMIERE PRO 2.0
- 1 YEAR EXPERIENCE WITH APPLE SHAKE 4.0
- 1 YEAR EXPERIENCE WITH APPLE FINAL CUT 5.0
- 1 YEAR EXPERIENCE WITH ADOBE ENCORE
- RECENT EXPERIENCE WITH APPLE MOTION 2.0, COREL PAINTER X, AND APPLE DVD STUDIO PRO 4.0
- CODING EXPERIENCE WITH MEL, RENDERMAN SHADING LANGUAGE, C, C++, OPENGL, JAVA, HTML, CSS, 3 YEARS WORKING IN A LINUX BASED WORK ENVIRONMENT

RELEVANT COURSEWORK

- RENDERING AND SHADING
- 3D MODELING AND ANIMATION
- COMPUTER ANIMATION AND COMPOSITING
- ADVANCED ANIMATION
- DIGITAL IMAGE (2D IMAGE MANIPULATION PROGRAMMING)
- PHYSICALLY-BASED MODELING (PHYSICAL SIMULATION PROGRAMMING)
- 3D COMPUTER AIDED SCULPTING
- TIME BASED MEDIA (DIGITAL VIDEO AND COMPOSITING)
- DESIGN COMMUNICATION I-III (TEAMWORK AND GROUP BASED PERSONAL

PROJECTS)

- "RIVALRY" - CHARACTER LEAD ON A 17 PERSON TEAM PRODUCING A SHORT ANIMATED FILM WITH PIXAR TDs
- THESIS RESEARCH (MODELING AND SCRIPTING): A VIRTUAL SCULPTURE BASED MORPHABLE FACE MODEL