

Justin Tennant

Assistant Technical Director, Walt Disney Animation Studios

Skills	<p>Languages</p> <ul style="list-style-type: none"> • Python • C, C++ • MEL • Java • HTML, CSS/SASS, JavaScript <p>Software</p> <ul style="list-style-type: none"> • Maya, Houdini, Nuke • Photoshop, Lightroom • After Effects, Premiere Pro • Git (GitHub, GitLab, Bitbucket) • Tableau <p>Operating systems: Windows, OS X, Unix-based (Red Hat, Ubuntu, Debian, Arch, Fedora, CentOS)</p> <p>Topics with experience: computer graphics, OpenGL, OpenCV, dlib, Qt, PyQt, computer vision, DevOps (Jenkins), Unix server administration, animation pipeline maintenance & development, Android development (Java), web development (Jekyll, Node.js, Django, jQuery, AWS), motion graphics, graphic design, photography, LaTeX, agile</p>
Experience	<p>Walt Disney Animation Studios</p> <p><i>August 2018 – Present</i> Assistant Technical Director</p> <p><i>June 2018 – August 2018</i> Technical Director Trainee</p> <p>Rig Think (Student Animation Team)</p> <p><i>August 2017 – May 2018</i> Technical Lead (Plug-ins development, pipeline, website)</p> <p>San José State University</p> <p><i>August 2016 – May 2018</i> Lab Instructor (Java)</p> <p><i>September 2016 – May 2018</i> Operating Systems Analyst Student Assistant (Art & Art History Dept)</p> <p>iD Tech Camps</p> <p><i>June 2017 – August 2017</i> Tech Camp Instructor (C++, Java, Python, Web Design, Cryptography)</p> <p>See job descriptions & details on LinkedIn: linkedin.com/in/justintennant</p>
Projects	<p>All projects are open source and available on my GitHub: github.com/justintennant</p> <p>Webcam-based music DJ, C++/Python/OpenPose/Spotify API, Jan 2018</p> <ul style="list-style-type: none"> • Estimates body poses of up to 100 people in a room using OpenPose computer vision library • Calculates amount of “dancing”, queries Spotify to change song/volume <p>Facial Motion Capture System, C++/OpenCV/Dlib/Maya API, Jan 2017 – May 2017</p> <ul style="list-style-type: none"> • Marker-less, real-time, and single camera • Pipes data directly onto rigged characters in Autodesk Maya • Presented my work at NASA Ames Research Center <p>Face Detection Pipeline/Web Application, Node.js/Python/C++/PostgreSQL, Aug 2016 – Dec 2016</p> <p>OBJ 3D object visualizer, C++/OpenGL, Nov 2017</p> <p>OpenGL Painting Program, C++/OpenGL, Sept 2016 – Dec 2016</p>
Honors	<p>UCSB’s SB Hacks Hackathon Award Winner, “Best use of modern C++” for music DJ project, 2018</p> <p>Phi Kappa Phi Honors Society Member, Elected as one of SJSU’s top 10% grads, 2018</p> <p>SJSU Computer Science Department Scholarship Winner, Voted by the SJSU CS committee, 2017</p> <p>Dean’s Scholar, Earned 3.5+ GPA for 2 of 3 past consecutive semesters, 2016</p> <p>Humanities Honors Alumni, Past student member of selective undergrad humanities program</p>
Associations	<p>The Animation Guild Member, Professional animation artist union (Local 839 IATSE), 2018 – Present</p> <p>SIGGRAPH Team Leader, Lead a 400+ student volunteer group at SIGGRAPH 2018, 2018</p> <p>SIGGRAPH Student Volunteer, Selected among 850 applicants for volunteer position, 2017</p> <p>ACM SIGGRAPH Member, Special Interest Group on Computer Graphics, 2015 – Present</p>
Education	<p>San José State University San Jose, CA</p> <p>2013 – 2018 B.S., Computer Science</p> <ul style="list-style-type: none"> • Founder & Past President of Computer Graphics Student Organization <ul style="list-style-type: none"> ▪ Managed club growth: From 5 to >200 members in two semesters ▪ Hosted workshops & talks with visits from Pixar, Industrial Light & Magic, Google <p>Alumni of ShunkenHeadMan Animation/Illustration Club, Virtual Reality Lab</p>