

Bridgette Powell

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EXPERIENCE

Industrial Light & Magic - *Production Engineer - CG Pipeline Team*

JULY 2017 - PRESENT

- Collaborate with artists in company-wide initiative to unify UIs and workflows across departments.
- Develop web Grafana dashboards for artists, using data analysis to track production tool performance.
- Develop APIs to communicate data from Elasticsearch to the Grafana dashboards.
- Provide pipeline support to artists and pipeline TDs on active shows.
- Use knowledge of the film production process to debug and resolve bugs in implemented plugins & scripts for 3rd party applications (such as Maya), as well as in proprietary tools (such as Zeno).

Dreamworks Animation SKG - *Software Engineer - Next Generation Pipeline Team*

JANUARY 2016 - JULY 2017

- Rapidly prototyped web-based UIs using Javascript and Google's Polymer component library.
- Developed REST endpoints and wrote pytest unittests.
- Worked with UX Designer to make scalable implementation and design recommendations.

Walt Disney Animation Studios - *Assistant Technical Director*

JANUARY 2014 - JANUARY 2016

- Improved workflow of existing tools and created new PyQt UIs for artists to work efficiently.
 - Selected UIs include: verifying the topology compatibility of models, coloring stereo-checked patterns on models, parallelizing the publishing of assets for faster shot consumption, etc.
- Served as a technical liaison between production artists, marketing, and R&D.
- Developed Maya shelf scripts and standalone pipeline tools.
- Taught a class to new artists that "demystified" the flow of data through the pipeline.

Dreamworks Animation SKG - *Software Engineer I: Premo Animation Software Team*

JUNE 2011 - DECEMBER 2013 (transitioned from Intern in May 2013)

- Improved the multithreaded dependency graph visualization for the proprietary animation tool, Premo.
 - This profiling tool was awarded a DWA Technical Achievement Award in October 2014.
- Conducted performance testing on character rigs and Premo's GUI.

National Aeronautics and Space Administration

SUMMER 2010 - *Student Co-op, NASA Wallops Flight Facility*

SUMMER 2009 - *Intern, Jet Propulsion Laboratory*

EDUCATION

University of California at San Diego - *La Jolla, CA*

M.S. Computer Science, DECEMBER 2013

Thesis: *archAR: An Archaeological Augmented Reality Experience for ELRAP*

Accepted to: IS&T/SPIE Electronic Imaging 2015

Georgia Institute of Technology - *Atlanta, GA*

B.S. Computer Science with Honor, JUNE 2010

SKILLS

Python, Javascript, C++, Java, Polymer, Qt, PyQt, REST, Elasticsearch, Squish, Maya, Shotgun, git, rv

OTHER

Gates Millennium Scholar and Mentor • "Most User-Friendly UX" for project HRMNI in the inaugural Abbey Road Red Hackathon • 2011 Disney Imagineering ImagiNations Participant • Improv acting