Camille L. Ramseur

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SKILLS

Programming Languages: Python, C++, C#, C, OpenCV, DirectX, Java, MATLAB, JavaScript
Software: Maya, Nuke, After Effects, Photoshop, Unreal Engine, Unity, OpenCV, Houdini, Visual Studio, Git, Perforce, Jira, Shotgun
Operating Systems: Linux, Windows, Mac

EXPERIENCE

Pipeline Technical Artist II, Treyarch   **05/2020-Present**
- Programed shaders and pipeline tools in C++ and HLSL for terrain, shadows, vehicles, and different artist requests
- Converted Maya model exporting tools and scripts from old to new pipelines in Python
- Create Photoshop tools in HTML and Javascript XML(JSX) for characters department to export .PSB and .PSD files into game
- Worked on Call of Duty: Black Ops Cold War and Call of Duty: Vanguard

Assistant Pipeline Technical Director/Software Engineer, Lucasfilm Animation (Project Hire/Contract)   **04/2019-12/2019**
- Support artists and engineers in animation department for Star Wars Clone Wars and Star Wars: Resistance Animated Series
- Developed automation scripts in Python for Render Farm Statistics to collect time each machine is processing vs sitting idle, queried all farm jobs that ran within a time range to help better utilize nodes for production
- Developed on web-based tools to help export the proper file format for different animation departments
- Monitored renders if they failed or passed as well as balancing render pools and volumes for animation department

Shader Technical Director / Software Engineer, DreamWorks TV Animation (Project Hire/ Contract)   **10/2018-12/2018**
- Lead Technical Director in developing shader conversion scripts and Maya shelf tools in Python to automate over 4000 assets from Maya 2013, Maya 2015, and Maya 2017 to Maya 2018 Arnold for TV show *Tales of Arcadia: Wizards*
- Developed Python scripts for Arnold shaders for Maya conversion toolkit
- Troubleshoot technical problems in shader/pipeline tools in Maya for artists

Pipeline Technical Director Trainee, Walt Disney Animation Studios (Four month Apprenticeship Program)   **06/2018–09/2018**
Apprenticeship program where I was mentored by Disney Animation General Technical Directors, to become a Technical Director
- Developed Python tools and learned how to support production tools and animation pipeline used at the studio
- Designed GUI applications through PyQT5 to create playblasts for specific characters in a shot and sequence for artists to use instead of using the command line

Media and Art Pipeline Engineer Intern, Walt Disney Imagineering   **01/2018-05/2018**
- Established collision detection tools and plug-ins in Maya for complex geometry for Audio-Animatronics
- Integrated Bullet Physics convex hull library to detect collisions in C++
- Collaborated with supervisors on needs of artists and departments when creating Python tools

Video Products Software Engineer Intern, Adobe Systems   **05/2017-08/2017**
- Implemented and improved video rendering frames features for Premiere Pro and After Effects using OpenGL and DirectX
- Created shaders and a display surface using C++ for Premiere Rush

Creative Technologies Lab Research Engineer Intern, Adobe Systems   **05/2016-08/2016**
- Implemented a modular video stabilization library in C++ and OpenCV for Adobe Spark, and Premiere Pro research use cases
- Restructured and integrated Lucas-Kandae algorithm into modular components for Adobe Stabilizer library

Software Engineer Intern, Harris Corporation   **06/2014-08/2015**
- Research and implemented different kinds of augmented reality technology into Harris military and communication products.
- Worked with products and their API's such as the Leap Motion Controller, Oculus Rift, and Intel Creative camera.

EDUCATION

Carnegie Mellon University, Pittsburgh, PA   **05/2018**
Master of Entertainment Technology
Concentration: Game development, tools development in animation, games (Unity and Maya), virtual reality, and augmented reality

Florida Institute of Technology, Melbourne, FL   **12/2015**
Bachelor of Science in Computer Science, Minor in Applied Human Factors

VOLUNTEER

- GDC(Game Developer's Conference) Conference Associate Volunteer   **03/2019**
- SIGGRAPH VR Theater XSV Volunteer   **07/2019**
- Unity Technologies Student Ambassador   **08/2017-05/2018**

CERTIFICATIONS/ AWARDS

- Academy of Integrative Arts & Sciences Foundation Women In Games Scholarship Recipient 2017
- Carnegie Mellon University's Entertainment Technology Center Electronic Arts Fellowship 2017
- Facebook Oculus Launchpad Recipient 2016
- 1st Place in Harris Corporation Intern Shark Tank Competition for Augmented Reality 2015