



Sasha Ouellet

PIPELINE DEVELOPER

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Education

BACHELOR OF FINE ARTS IN VISUAL EFFECTS (IN PROGRESS)

Savannah College of Art and Design (SCAD), Savannah, Georgia

GPA: 4.0

Anticipated Minor: Technical Direction

May and Paul Poetter Scholarship Recipient (Full tuition awarded for academic merit)

Dean's List Honor Recipient for all quarters attended

SEP 2015 -
JUN 2019

Experience

PIPELINE INTERN

Blur Studio, Culver City, California

Developed HDA and Python tool to take point transform data from Houdini (exported to JSON) and apply the transforms to corresponding high poly pieces in 3ds Max.

Refactored Houdini render farm submitter HDAs and client-side render farm Houdini plugins for Mantra renders, simulations/geometry caching, and distributed simulations.

Extended proprietary versioning system in order to create HDA version management system. Allows artists to publish new versions of tools and freely switch between versions on a per-scene file basis.

JUN 2017 -
AUG 2017

SOFTWARE DEVELOPMENT INTERN

Enlighted Inc., Sunnyvale, California

Created a Java tool to dynamically generate REST API documentation from Spring Framework controllers. The generated HTML pages document the object and JSON schema of the controllers.

The documentation site was supported by a search function created with jQuery and the lunr.js library.

JUN 2016 -
SEP 2016

Skills

SOFTWARE: Houdini*, Nuke*, Maya, 3ds Max, Qt Designer, Adobe Suite

LANGUAGES: Python, Java, C++, Bash, VEX, MAXScript, MEL, jQuery / JavaScript

GENERAL: OOP, PyQt / PySide tools, Render Farms, Linux

* - including Python API

Programming Projects

SDM TOOLS

Houdini/Nuke toolset aimed to enhance the workflow of Visual Effects students at SCAD. Features self-installation and update checking, shelf tools, and menu scripts.

WANG TILE TEXTURE GENERATOR

Tileable texture generator from single input source image. Utilizes Wang Tile algorithm for non-periodic tiling, implemented in C++.