



GINA GUERRERO

**SKILLS**

**LANGUAGES/API**

Python, MEL, PyQt/PySide  
C++, C, Java  
Javascript, PHP, VBScript  
XML, HTML, CSS  
Tex, OpenGL  
Japanese, Tagalog

**SOFTWARE**

Maya, Mudbox  
Renderman, Arnold  
Mari, Nuke  
Photoshop, Illustrator  
After Effects, Premiere Pro  
Houdini, Unity  
Audition, Audacity  
MS Office Suite

**OTHER**

MySQL, T-SQL, PL/SQL  
Django, CakePHP, Wordpress  
Git (Git Flow), SVN, Mercurial  
Windows, Linux, Android

**EDUCATION**

MASTER OF FINE ARTS,  
DIGITAL PRODUCTION ARTS  
Clemson University  
51 Credits Completed  
Overall GPA: 3.86

B.A. COMPUTER SCIENCE,  
JAPANESE MINOR  
Clemson University

**VOLUNTEER**

ACM SIGGRAPH 2014  
Vancouver, Canada  
Studio/E-Tech Exhibition  
Career Fair

**ORGANIZATIONS**

UPSILON PI EPSILON (UPE)  
Inducted March 2011

**INTERESTS**

Movie/Game Production  
Production Pipeline  
Modeling, Surfacing  
Visual Effects, Compositing  
Augmented Reality

♥ 864-637-9225

✉ GGUERRE@G.CLEMSON.EDU

★ GITHUB.COM/MNEMYX

# RELATED EXPERIENCE

**JUNIOR PIPELINE TD**

LUMA PICTURES, SANTA MONICA, CA

OCT 2015 - PRESENT

Learn and extend the pipeline in order to improve inefficient or redundant areas. Develop tools and troubleshoot for artists, coordinators/supervisors, and developers alike.

**PIPELINE GRADUATE ASSISTANT**

DIGITAL PRODUCTION ARTS, CLEMSON UNIV.

JAN 2015 - DEC 2015

Assist in establishing the workflow of assets and develop features for both the framework and the applications interfacing with DPA's new pipeline system.

# PRODUCTIONS

**JR PIPELINE TD**

DR. STRANGE (2016)  
CAPTAIN AMERICA: CIVIL WAR (2016)  
THE DIVERGENT SERIES: ALLEGIANT (2016)  
COCA-COLA 'A MINI-MARVEL' (2016)  
DEADPOOL (2015) *(uncredited)*

LUMA PICTURES

**PIPELINE, FX, ENV. MODEL & SURFACING**

**ADDITIONAL: SOUND & EDIT, STORY, LIGHT/COMP TD**

TO SHELL AND BACK (2015)

CLEMSON DPA,  
DREAMWORKS ANIM.

**PIPELINE, ENVIRONMENT DEVELOPMENT,  
SURFACING, PRODUCTION ASSISTANT**

**ADDITIONAL: MODELING, LIGHTING, COMPOSITING, SOUND**

MISFIT MICE (2015)

CLEMSON DPA,  
MOONDOG ANIM.

# GENERAL EXPERIENCE

**GRADUATE ADMIN. ASSISTANT**

CLEMSON UNIVERSITY, UNDERGRADUATE STUDIES

AUG 2013 - DEC 2015

Develop and maintain the web application and database, along with creating new methods for gathering data and generating necessary reports for artifact assessment.

**GRADUATE RESEARCH ASSISTANT**

CLEMSON UNIVERSITY, SCHOOL OF COMPUTING

AUG 2013 - MAY 2014

Gathered related works, conducted research with ~90 participants, transcribed results, wrote the first draft, and revised the paper (excluding conclusion/analysis).

**TECHNICAL CONSULTANT**

CGI TECHNOLOGIES, LEBANON VA

DEC 2011 - AUG 2013

Primary support for their Authoring software. Developed, tested, documented, and maintained internal and external applications & patches related to ProSteward suite.

**WEB DEVELOPER**

MERGE WEB, GREENVILLE SC

MAY 2011 - DEC 2011

Created the system used to generate dynamic email newsletters for universities. Interacted with clients, developed and documented applications for their needs.

# PUBLICATIONS

**PLAYER PERCEPTION**

CLEMSON UNIVERSITY, SCHOOL OF COMPUTING

Aline Normoyle, Gina Guerrero, Sophie Jörg. Player perception of delays and jitter in character responsiveness. Proceedings of the ACM Symposium on Applied Perception (SAP), August 2014, pp. 117-124.