Carolina Ines Jimenez

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EXPERIENCE

Technical Director, Lucasfilm
October 2022 - Present

Create web tools using Python to support the story artists with their creation of 3D storyboards for the Disney+ series *The Bad Batch, Tales of the Empire, Tales of the Underworld* and *Maul: Shadowlord.*

Junior VC Technical Director, ScanlineVFX
January 2022 - September 2022

Render three dimensional displays of actors using reality capturing software. Debug and wrangle data for the films *Black Adam, The Flash,* and *Aquaman and the Lost Kingdom.*

Freelance Video Editor, Surge Digital Media
March 2021 - November 2021

Edit and create 3D motion graphics for advertisement videos.

Head Editor, Grumpy Banana Productions LLC
September 2020 - March 2022

Supervise, edit and create 3D motions graphics for film projects.

Junior Software Developer, Lifewallet
August 2015 - August 2020

Alpha and beta testing of applications and assisting with writing android version for software applications. Interacting with customers to train them on the software to give feedback to the engineering team.

LANGUAGE

- English ● ● ●
- Spanish ● ● ●

SOFTWARE

- Unreal Engine
- Unity
- Maya
- Blender
- Adobe Creative Cloud
- Final Cut Pro X
- Avid Media Composer
- Xcode
- Visual Studio
- Pycharm

CODING LANGUAGE

- Python
- Java
- C#
- C++
- Swift

SKILLS

- Strong communicator
- Able to meet deadlines
- Able to establish strong working relationships

EDUCATION

Bachelor's of Science in Computer Science
University of Miami (2014-2018)

Bachelor's of Science in Motion Pictures
University of Miami (2014-2018)

VFX in Unreal - Individual Course
Gnomon - School of VFX, Games, and Animation

CS50 - Introduction to AI with Python
HarvardX - CS50AI

Unreal Engine 5 C++ Game Development
Udemy Course