Juliana Smith

(214) 470-3537 · juliana.c.smith20@gmail.com · linkedin.com/in/juliana-c-smith/

EDUCATION

Brigham Young University Aug 2020 - Apr 2024
Bachelor of Science: Computer Science, Emphasis in Animation and Games Provo, UT

- GPA: 3.66
- Event Coordinator, Women in Computer Science, Jan 2023 - Apr 2024
- Relevant Coursework: Animated Film Production, Materials and Surfacing, Scripting for Animation, Computer Graphics, Algorithm Design and Analysis

RELEVANT EXPERIENCE

Brigham Young University Jan 2024 - May 2024
Research Assistant - Lighting Artist Provo, UT

- Played a key role in lighting and rendering roughly 20% of the shots BYU's award-winning animated short film, *Student Accomplice*, primarily focusing on interior and exterior shot lighting in Houdini using Renderman
- Oversaw the visual coherence of one of the longest sequences in the film, consisting of over 30 shots
- Finalized shots in Nuke to implement color corrections and additional fixes on a shot-by-shot basis
- Awards:
  - Student Academy Awards, Bronze in Animation - October 2024
  - The Rookies, Film of the Year - 2024

PROJECTS

BYU Center for Animation – Shrineflow May 2024

- Assisted with lighting victory cutscenes and game cinematic in Unreal Engine for a 2-player hide-and-seek video game Provo, UT

BYU Center for Animation – Solar Showdown May 2023

- Assisted with lighting game cinematic in Unreal Engine for a 2-player competitive video game Provo, UT

ADDITIONAL EXPERIENCE

Brigham Young University Aug 2023 - Jan 2024
Teaching Assistant Provo, UT

- Assisted with BYU's Algorithm Design and Analysis course through in-person consultation and performing grading duties
- Managed and organized gradebook to ensure accurate and up-to-date assignments, fostering a structured and efficient learning environment
- Offered comprehensive support to students in diagnosing and resolving project issues, facilitating a deeper understanding of errors, and enhancing problem-solving skills

Brigham Young University May 2023 - Aug 2023
Research Assistant - Virtual Reality Provo, UT

- Research topic: How to obtain realistic lower-body movements in VR avatars with limited sensor data
- Set up a pipeline in Python to convert pre-existing machine learning models to Open Neural Network Exchange (ONNX) models using pre-trained weights and test converted models to ensure models were exported properly

TECHNICAL SKILLS

- **Programming Languages:**
  - Python
  - Java
  - C/C++
  - MEL
- **Animation Software:**
  - Houdini
  - Unreal Engine
  - Maya
  - Nuke