

Jason V. Cuenco

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Objective

Seeking an Engineering or Development position in a company where I can utilize my technical and creative skills to produce compelling and inspiring products.

Skills

- 5 years of Tool & Pipeline Development experience using Python, PyQt, Perforce, JavaScript
- Knowledgeable with Java, C++, C#, Git, Oracle, SQL, SSH, FTP, TCP/IP, Dynamo, LabView, CSS, PHP
- Embedded Systems and control theory experience using TI Luminary, Arduino, IMU, Bluetooth, ZigBee
- Computer vision, 3d scanning and motion capture experience using OpenCV, Lua and Vicon systems
- Rapid Prototyping experience - CAD, Solid and Polygonal Modeling, FDM, SLA and SLS 3d printing
- Extensive experience with PC, Mac and Linux/Unix systems administration/service
- Experience with Visual Studio, 3ds Max, Maya, Motion Builder, Zbrush, Mari, Adobe CS
- Varied Art and workshop background; Drawing, Painting, Sculpting, Electronics repair, Metal and Woodworking, 2d Illustration, 3d Modeling and Animation, Photography, Video Production
- Positive support, troubleshooting, teamwork and training attitude. Fast hands-on learner.

Experience

Autodesk

3d Product Designer/Solid Modeler (June 2015 - Present)

- Develop content pipeline for Tinkerplay/Thingmaker Design app
- Use procedural modeling techniques in Dynamo, OpenJSCAD and Fusion360 to create parts for modular 3d printable build system.
- Explore various material and mechanical design techniques to enhance ball and socket connectors on parts.
- Build, upgrade and maintain 3d printer equipment for iterative part development process.
- Interface with dev team and deploy new updates to content team.
- Explore additional applications for modular build system including integration with electronics and circuits.

PocketMe

Senior Systems Engineer (February 2015 - October 2015)

- Developed novel scanning solution for instantaneous full body 3d scanning service.
- Processed 3d scan data for full color 3d printing.
- Created UI and capture workflow for service operators.

West Coast Vision Labs

Lead Software Engineer (November 2013 - November 2015)

- Developed auto-fit algorithm to create custom fit eyewear for pediatric patients.
- Explored 3d scanning techniques to rapidly capture patient facial features.
- Established standards for QA and testing of auto-fit system to refine fitting process on multiple subject types.
- Collaborated with 3d printing specialists and advised business team to develop workflows.

Lucasfilm - Industrial Light & Magic

Assistant Technical Director - Show Support (November 2011 - May 2013)

- Implemented new workflows and scripts to enhance lighting, compositing and rendering production pipelines.
- Prepared file and database infrastructure for new projects and productions.
- Worked with show production teams to prepare and package deliverables to studio clients.
- Monitored site wide database and processing resources to ensure that rendering tasks complete in a timely manner.
- Provided troubleshooting and consulting to technical directors and artists using in-house and 3rd party software.

Assistant Technical Director - Digital Model Shop (July 2010 - November 2011)

- Developed new tools, features and fixes for in-house production software.
- Implemented new workflows and scripts to integrate 3rd party software into modeling pipeline.
- Responsible for conversion of external model assets for production use.
- Aided R&D and creature development departments with new tool and pipeline enhancements, such as facial mocap, asset check-in, and low-res shape transfer.
- Provided troubleshooting and software support to modelers and view painters.

Technical Assistant (December 2009 - July 2010)

- Maintained, monitored and administered to studio render farm systems and servers.
- Developed new features and fixes for in-house render support tools.
- Worked in concert with various departments and shows to meet production deadlines.
- Provided prompt reports and troubleshooting to digital artists utilizing our farm.

UC Berkeley Residential and Student Service Programs, IT Division

Residential Computing Consultant, Desktop Administrator (May 2007 - Sept. 2009)

- Worked in team based environment to maintain academic computing center networks and infrastructure.
- Utilized, wrote and modified various scripts to administer large numbers of computers at once.
- Assisted residents and center staff in resolving hardware and software issues that may impede academic pursuits.
- Provided courteous and prompt customer service in response to resident and center requests.

Freelance Web and Graphic designer (2002 - Present)

- Produced illustrations for personal and commercial clients using digital and real mediums.
- Created content rich websites for clients and their businesses/organizations.
- Worked as a tutorial advisor for various graphic software programs.
- Constantly experimenting and working with new programs and methods to build a varied skill set.

Education

2005-2009 University of California, Berkeley

B.S. Electrical Engineering and Computer Science (May 2009)

Focus: Communications - Robotics and Mechatronics

Course Work: CS61 series A-C: Data/machine Structures , Math 54-55: Linear algebra and differential equations/discrete math, Architecture 138: Advanced computer aided rendering and animation, Art 172: Computer Animation, Art 175: Computer Graphics Production, CS194: Advanced Digital Animation, Physics 7 series A-B: Mechanics, Thermodynamics, Electromagnetism

Honors

- Participated in a newly pioneered advanced computer animation course where he received training from leading representatives from the computer graphics and entertainment industry. Produced an animated short that was shown directly to Dreamworks, Pixar and Lucasfilm studios.
- Received high acclaim by ME, EECS departments and National Instruments for autonomous helicopter UAV embedded systems design project. Published on National Instruments Developer site.
- Aided Center for Hybrid and Embedded Software Systems(CHESS) through course related undergraduate research.
- Valedictorian - 2001-2005 Mt. Diablo High School Concord, CA