

Gina Condotti

<https://ginacondotti7.wixsite.com/gcondottiportfolio> | <https://www.linkedin.com/in/ginacondotti/>

Skills

- **Languages:** Python, C++, C, Javascript
- **Tools/Systems:** Git, PyQt/PySide, React/Three.js, Houdini, Blender, Maya, Nuke, Adobe Premiere Pro

Experience

Software Engineer, Uthana

September 2024-June 2026

- Designed and implemented a deterministic joint-mapping system for animation retargeting across arbitrary humanoid rigs, resolving differences in joint naming, orientation, and hierarchy structure.
- Integrated AI services with character ingestion pipeline, enabling character generation from text or image and automatic skeleton generation for uploaded meshes.
- Rebuilt core web-based 3D animation editing tools using React Three Fiber, enabling scene visualization and motion editing directly in the browser.
- Developed Python data-processing pipeline to prepare motion datasets used for training machine learning models. Coordinated motion labeling workflows with external partners and implemented validation checks to ensure dataset quality.

Pipeline Technical Director, DreamWorks Animation

April 2022-December 2023

Projects: Trolls Band Together, Kung Fu Panda 4

- Designed Python/PyQT tooling to optimize lighting workflows used in 3D animation production pipeline (mainly Houdini, Nuke, Maya).
- Identified inefficiencies in artist workflows and tooling to optimize compute time and reduce costs.
- Refactored and extended lighting tools to support USD-based workflows in Houdini.
- Diagnosed and resolved shot issues across lighting, surfacing, FX, compositing, rendering.
- Managed show-wide software releases and synchronized major releases with other shows.
- Supported and worked with multiple production departments, including animation, look development, FX, character FX.
- Worked closely with other technical directors, artists, department heads, visual effects supervisors, production management, R&D, and production engineering.

Technical Direction Intern, DreamWorks Animation

January-April 2022

- Crafted and developed tools to aid artists and optimize workflow for feature animation production. Tested and debugged new tools/software releases.

Course Instructor, U.C. Berkeley Undergraduate Graphics Group

August 2021-May 2022

- Taught and mentored students on how to create 3D animated short films by introducing all parts of the production pipeline: pre-production, modeling, shading, rigging, animation, effects, lighting, rendering, post-production.
- Led lectures throughout the pipeline using Autodesk Maya, Pixar's RenderMan, Substance Painter, Adobe Suite.

Projects

Cloth Simulation

C++, OpenGL

- Implemented real-time cloth simulation using mass/spring system. Designed custom shaders (diffuse, Blinn-Phong, texture mapping) and handled self-collisions and collisions with other objects.

"Painterly" Renderings from Images

Python

- Implemented an algorithm to generate painterly renders of photorealistic images using a series of spline brush strokes inspired by a paper by Aaron Hertzmann from SIGGRAPH 1998.

Custom Cel Shaders

Python, Javascript, WebGL, Three.JS

- Designed several non-photorealistic shaders (e.g. cel shading, cross-hatching) using Python-generated and hand-drawn textures.

Noodles - 3D Animated Short

Autodesk Maya, Renderman, Substance Painter, ZBrush, Nuke

- Co-project manager and team member working to create a 60-second 3D animated short in year-long animation production course. Contributions included: 2D animatic, modeling/shading assets, lighting, compositing, sound, video editing.

Education

University of California, Berkeley | 3.87/4.0 GPA

August 2017-May 2022

- B.A. in Computer Science
- Distinction in General Scholarship (cum laude), Honors to Date (Fall 2018-), Dean's List (Fall 2018, Spring 2021)

Organizations

Upsilon Pi Epsilon, Nu Chapter, U.C. Berkeley

2019-Present

- International Honor Society for the Computing and Information Disciplines

Studio Moles

2025-Present

- 3D modeler/shading artist for indie animation studio of UC Berkeley alumni