# Justin Sado

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└─ [JustinSado.com](http://JustinSado.com)

I am a technical artist and driven problem solver, with skills and ambitions in both creative and engineering domains; I possess an eagerness to make meaningful, day-to-day contributions on a team I can learn from and grow alongside.

## Education/

**University of Southern California........2020-2024**
Viterbi School of Engineering
Bachelor's degree in Electrical & Computer Engineering; specialization in Digital Signal Processing.

## Work Experience/

**John Wick: Ballerina ..............08/2024-05/2025**
VFX Production Assistant
Oversaw I/O and database management; wrote scripts & developed apps to streamline vendor I/O and data processing; aided in day-to-day on-set and post-production tasks.

**Legendary Entertainment...........05/2024-08/2024**
VFX Intern
Developed and trained AI-powered tools to augment VFX workflows; aided in day-to-day production and data wrangling tasks.

**USC Meaning Lab...................09/2022-04/2023**
Research Assistant
Explored event cognition through use of machine learning in collaboration with the Meaning Lab at USC.

## Engineering & Creative Projects/    [JustinSado.com](http://JustinSado.com)

**Legendary VFX - Generative Clean Plates.......2024**
Developed & demoed a pipeline for rendering CG characters & VFX in photoreal environments by generating clean plates and capturing world lighting w/ Gaussian splatting.

**EE434 - DSP Design Lab........................2024**
Designed, 3D-printed, and programmed a mechanical limb to track and mimic the user's hand-movements using computer vision and inverse kinematics.

**ART312 - Comics Project....................2021/22**
Rendered a narrative comic entirely in 3D by modeling, texturing, and rigging stylized characters, writing comic style shaders, and developing procedural line-art systems in Blender.

**USC Makers - Crani-Arm....................2021/22**
Used sEMG sensors to detect muscle activation in a human forearm; recreated human hand movements in real-time with a 3D-printed mechanical hand and LSTM model.

Thank you! :)

## Key Skills & Competencies/

- **Programming**
  C/C++, Python, Node.js; scripting & automation, Shotgrid & databases

- **VFX & 3D Art**
  Sculpting & modeling, retopology, rigging, & animation; Blender, Unreal Engine, Houdini, Davinci Resolve, Maya, Nuke

- **Machine Learning**
  ComfyUI,NeRFs & Gaussian splatting, LLMs, PyTorch, Tensorflow

## Honors & Achievements

- AP Scholar w/ Distinction
- National Hispanic Recognition Program
- USC Viterbi Scholar
- Presidential Scholar
- USC Viterbi Fellow
- Published author