

ALEXANDRA LÓPEZ

TECHNICAL ARTIST | PYTHON SCRIPTING | TOOL DEVELOPMENT

CONTACT

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HIGHLIGHTED PROJECTS

Pipeline Automation Tool:

- Developed a Python-based tool for batch importing and validating assets in Maya.
- Features included error detection, auto-correction suggestions, and artist-friendly GUIs.

Scene Performance Tracker:

- Built a Python profiling script to analyze polycounts, texture sizes, and scene complexity in real time.
- Delivered 25% faster bottleneck identification and resolution.

Rig Validation System:

- Created a Python-based auto-rig checker to ensure compliance with animation pipelines.
- Improved rig QA efficiency by automating 60% of checks.

EDUCATION

Bachelor of Arts | Visual Effects

Savannah College of Art and Design (SCAD), Savannah, GA, USA | 2018

LANGUAGES

- Spanish (Native)
- English (Fluent)

WORK EXPERIENCE

SSr. Technical Artist

Globant, Buenos Aires, Argentina Sep 2022 - Present

- Led small cross-functional task groups to align technical solutions with creative objectives, ensuring cohesive project execution.
- Designed Python-based tools to automate routine tasks, including asset validation and scene cleanup, reducing workflow bottlenecks.
- Managed tasks in an Agile environment using Jira, ensuring timely delivery of features and fixes.
- Acted as a communication bridge between technical and creative teams, ensuring project goals and expectations were consistently met.

Software Developer

Scanline VFX, Vancouver, BC, Canada May 2021 - Aug 2022

- Created Python-based rigging and animation tools, streamlining asset preparation for Unreal Engine.
- Engineered content management systems, optimizing cross-team collaboration and pipeline efficiency.
- Authored comprehensive documentation for tools and processes, enhancing team knowledge transfer.
- Worked with engineers and artists to reduce production time through pipeline enhancements.

Creative Developer

Framestore, Culver City, California Aug 2018 - May 2021

- Designed and integrated reusable asset libraries, reducing asset search time by 30%.
- Provided technical support for shader development and asset troubleshooting.
- Collaborated with multi-disciplinary teams to incorporate assets into Unity and Unreal Engine seamlessly.

CORE SKILLS

Languages:

- Python
- C#
- UE Blueprints

Tools & Platforms:

- Maya
- Blender
- Unreal Engine
- Unity
- ShotGrid
- Perforce
- Git

Specializations:

- Pipeline automation
- Performance profiling
- GUI development
- Asset optimization

Methodologies:

- Agile workflows
- Jira
- Confluence
- Trello

Soft Skills:

- Effective cross-disciplinary communication
- Leadership in technical problem-solving