

# Jarrett Blumenschein

Software Developer  Austin, TX, 78751, UNITED STATES

| 412-952-9133

## ◦ DETAILS ◦

609 Clayton Ln, Autin, TX, 78751,  
United States  
412-952-9133

[Jarrett.Blumenschein@gmail.com](mailto:Jarrett.Blumenschein@gmail.com)  
[www.JBlumenschein.com](http://www.JBlumenschein.com)

## SKILLS

Python



C#



C++



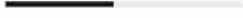
TensorFlow



ARCore



ARKit



OOP



Agile



Json



Unity



Unreal



## PROFILE

Passionate Software Engineer with 4 years of professional experience making pipeline tools. Proficient with animation pipelines as well as Machine Learning and AR/VR Technology.

## EMPLOYMENT HISTORY

Lead AR/VR Engineer at Rooster Teeth, Austin, TX Jan 2018 - Present

- Sole programmer for 2 man team that created an AR, Computer vision application.
- Published Application to Both IOS and Android store where it has a 4+ star rating and user satisfaction.
- Worked with QA department to bugfix the applications before launch.
- Developed Machine Learning using Tensorflow to detect characters.
- Created live rendering system for broadcast department using unreal engine.
- Integrated ARCore and ARkit frameworks
- Created Computer Vision detection system for object recognition and image detection in ARcore and ARkit.
- Managed communications with other departments to get assets for the completion of projects.
- Managed project milestones and goals

Software Engineer at Rooster Teeth, Austin, TX May 2015 - Jan 2018

- Created tools for pipeline automation using python.
- Automated the render process for season 13 of RVB
- Decreased Render setup time by 40 minutes per shot
- Created crowd generator tool for season 4 of RWBY, meant that modelers no longer had to hand make each asset.
- Worked with a team creating a new pipeline to work with Json objects to allow for parallel production.
- Created Playblast tool in maya that allows users to set variable frame rates and settings while making a playblast.
- Integrated shotgun automation and submission into pipeline.

Junior Software Engineer at Electronic Arts, Orlando, FL Sept 2012 - Sept 2013

- Worked on pipeline automation systems for crowd characters.
- Made unit tests for character models.
- Worked on asset integration system.

## Education

Ohio University, Athens Ohio, 2008-2011

- Bachelors of Science in Computer Science
- Concentration in games engines and pipeline programming