Justin Sado

justinrsado7@gmail.com   (623) 810 - 4294

I am a hard working, driven individual, with proven abilities in both technical and creative fields; I possess an eagerness to apply my diverse skill-set in an environment where I can continue to learn while making meaningful contributions.

• Education

❏ **University of Southern California**   **2020 - 2024**
Bachelor's Degree in Electrical & Computer Engineering
Specialization in Digital Signal Processing

• Work Experience

❏ **Legendary Entertainment**   **05/2024 - Present**
Developing and training AI-powered tools to augment VFX workflows; aiding in day-to-day production and asset-management tasks.

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

• Engineering Projects

Art & VFX projects can be found on my [Portfolio](#)

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

❏ **EE499 - Machine Learning for EEs**   **2023**
Used Pytorch in combination with BERT to train a neural network for sarcasm classification

❏ **USC Makers - Zooming Kitties**   **2022/23**
Designed and built a remote-control cat carrier with camera views streamed to a website.

❏ **USC Makers - Crani-Arm**   **2021/22**
Used sEMG sensors to detect muscle activation in a human forearm; generated an LSTM model to identify specific movements based on sensor data; recreated human hand movements in real-time with a 3D-printed mechanical hand.

❏ **EE250 - Distributed Systems for IOT**   **2021**
Created and hosted an HTTP server on Raspberry Pi for storing, monitoring, and managing stock-market holdings in real-time.

❏ **Independent Study & Mentorship Program**   **2018/19**
Used scintillating acrylic panels to detect and analyze quantum particles.
[Scholarly Article](#)

Creative Portfolio:
[JustinSado.com](#)

Key Skills & Competencies

- **Machine learning**
Generative AI, NeRFs & Gaussian Splatting, Large Language Models, PyTorch, Tensorflow

- **Programming**
C++, Python, Javascript & Node.js

- **CAD**
Autodesk Inventor, Fusion 360, 3D Printing & Rapid Prototyping

- **VFX & 3D Art**
Sculpting, Retopology, Rigging & Animation Blender, Maya, Unreal Engine, Unity, Houdini, Substance Design & Painter, Nuke

- **Etcetera**
Airtable & FileMaker, ShotGrid, Microsoft Office Suite

Honors & Achievements

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