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 testing a handful of 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

- Microsoft Office Suite
- C++, Python, Javascript & Node.js
- CAD - Autodesk Inventor, Fusion 360
- VFX & 3D Art – Blender, Unreal Engine, Maya
- Material Art & Texturing - Substance Designer & Painter
- Video game development - Unity, Unreal Engine
- Procedural generation
- Airtable & FileMaker
- 3D Animation, Rigging, & Retopology
- Technical Writing
- Data science
- Machine learning

Honors & Achievements

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

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Education:

- University of Southern California, 2020-24
  Bachelor's in Electrical & Computer Engineering
  Specialization in Digital Signal Processing

Work Experience:

- Legendary Entertainment, 05/2024 - Present
  Developing an AI-powered Node.js application to efficiently assess movie scripts; aiding in day-to-day production and asset-management tasks; researching novel, AI-assisted VFX workflows.
- 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 at JustinSado.com)

- 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 Electrical Engineers, 2023
  Fine-tuned an LLM transformer to detect sarcasm in text.

- USC Makers: Zooming Kitties, 2022/23
  Designed and constructed a remote-controlled cat carrier with first-person camera views streamed to a website.

- USC Makers: Crani-Arm, 2021/22
  Used sEMG sensors to detect muscle activation, and trained an LSTM to classify the sEMG sensor-data; designed and 3D-printed a mechanical hand to recreate the user's hand movements in real-time.

- Independent Study & Mentorship Program, 2018/19
  Used scintillating acrylic panels to detect and analyze quantum particles.

It's difficult to say what the VFX Industry will look like in five years' time, but, regardless, I intend to stake a claim at its cutting-edge; equipped with a holistic education in electrical engineering, and an intimate, self-motivated familiarity with the VFX pipeline, I feel confident in my ability to carve out a meaningful role at an innovative company within the next five years -- finding technical solutions to creative problems, and creative uses for new technologies. Over and above all that, though, there's the unwavering, passionate drive to simply make great art and learn from great artists, such as yourselves at Gradient Effects.