

Tiffany Michelle Davis

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EDUCATION

Astronomy M.S., San Diego State University, San Diego, CA. Graduated June 2008. Graduate courses in astronomy with research thesis.

Physics B.S. and Astronomy Minor, Sonoma State University, Rohnert Park, CA. Graduated August 2004. Graduated with Distinction.

EMPLOYMENT HISTORY

Research and Instrument Analyst II, Space Telescope Science Institute, Baltimore, MD, Sept 2008 – present. Support Hubble Space Telescope instrument operations and science. Responsibilities include performing calibration processing, proposal generation, analysis and interpretation of data, developing scripts to facilitate analysis, and writing technical reports. Provide support to the help desk support system and resolve technical, calibration, and scientific questions from internal and external users.

3D Visualization Team, Space Telescope Science Institute, Baltimore, MD, Jan 2010 - present. Responsibilities include developing Python scripts to create a pipeline for 3D visualizations of Hubble Space Telescope press release images. Final visualizations produced in Maya.

Adjunct Professor, Community College of Baltimore County, Cantonsville, MD, June 2011 – August 2011. Taught an introductory course in Adobe Photoshop in the Art, Design & Interactive Media (ADiM) department.

Hubble Heritage Project, Space Telescope Science Institute, Baltimore, MD, Sept 2008 - present. Responsibilities include proposal writing/planning for Heritage press release targets, maintaining Twitter and Facebook presence, researching and writing image captions, and occasional archive searches for potential releases.

Very Large Array Telescope Operator, National Radio Astronomy Observatory, Socorro, NM, Summer 2004 - 2005. Ensured that all observing activities were appropriately carried out, any problems that arose were properly attended to, and any necessary logs were kept up-to-date. Ancillary duties included writing reports, documenting operational procedures, analyzing data, and assisting staff and visitors.

ADDITIONAL TRAINING

Maya 2012 Introductory Course, Digital Media Academy, Stanford University, CA, Summer 2011. Course focused on building a foundation in the Maya interface, workflow and production pipeline. Solid overview of materials, lighting, camera, animation, and rendering.

Animation I, Community College of Baltimore County, Cantonsville, MD Spring 2011. Introduction to basic concepts in animation including timing, movement, and synchronization; plus production workflow using Adobe Flash and After Effects.

SKILLS

- Enjoy working on teams
- Well organized and effective communicator
- Experience with Autodesk Maya
- Experience with Adobe After Effects, Illustrator, Flash, and Photoshop
- Programming in Python
- Website design in HTML, Zope, and Dreamweaver
- Experience in Mac OS X, Windows, and LINUX/UNIX