

SKILLS OVERVIEW

Programming Languages: C++, C, OpenGL/GLSL, Python, MEL, Java, PHP, MIPS, Scheme

Operating Systems: Linux (primary), Windows, Mac OSX

Graphics Software: Maya, Blender, Gimp, Photoshop, Cinelerra

Graphics Programming:

- Inverse Kinematics
- Rendering (photon mapping, subsurface scattering, path tracing, shadow mapping, environment mapping)
- Subdivision Surfaces (Catmull-Clark, Zorin)
- Explicit Simulation (Particle, Rigid Body, Cloth)
- Implicit Simulation (FE Soft Body, Rectangular Grid Fluid)

EDUCATION

Bachelor of Science in Electrical Engineering & Computer Science (pending Fall 2010)

University of California, Berkeley GPA: 3.55 Upper Div: 3.72

Advanced Coursework: Physically Based Animation, Computer Aided Geometric Design, Advanced Digital Animation, Advanced Computer Graphics, Artificial Intelligence

PROFESSIONAL EXPERIENCE

Tippett Studio, Berkeley, CA Summer 2009

Effects Animator on *"The Twilight Saga: New Moon"*

- Animated wolf fur with Maya Hair
- Created particle systems for ground interaction in Maya
- Wrote MEL scripts to make working on simulations easier

Intel Research/UC Berkeley, Berkeley, CA 5/2009-6/2009

Undergrad Researchers III for PROTEUS project presentation

- Helped brainstorm visualizations of new technology
- Created models, animations, and effects for an animated project presentation

OTHER ACTIVITIES

UCB Undergraduate Graphics Group (UCBUGG) instructional facilitator - 2008 - Present
Taught 3D modeling/animation concepts and software usage to undergraduates.

Numeric Skin Weight Assignment - 2008
Maya python API plugin that provides a precise skin weight assignment method.

Discombobulator - Procedural mesh detailing plug-in in python distributed with Blender. 2006

Stereo Blender - Real time side-by-side stereo visualization modification to Blender. 2007

MatteLab - Blue/green-screen traveling matte java application. 2005

Freelance videography - Filmed and edited live theater for archival. 2003 - 2007

Live Theater Sound and Lighting Tech - 2002 - 2006
Balanced microphone levels. Organized and executed sound and lighting cues.