

SKILLS OVERVIEW

Languages and APIs: C++, C, OpenGL/GLSL, OpenCV, Android, Python, MEL, Java, PHP, MIPS

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

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

Implementation Experience: Inverse Kinematics Offline and Real-time Rendering
Subdivision Surfaces Cloth, Fluid, and FE Softbody Simulation

EDUCATION

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

University of California, Berkeley GPA: 3.54 Upper Div: 3.66

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

PROFESSIONAL EXPERIENCE

Autodesk, San Francisco, CA Summer 2010

Labs Intern in Vision-based Augmented Reality

- Implemented an image recognition and tracking framework and related algorithms
- Implemented vision-based labeling software on Android (native)

Tippett Studio, Berkeley, CA Summer 2009

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

- Animated wolf fur.
- Created particle systems for ground interaction.
- Wrote scripts to simplify working on simulations.

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 AND PROJECTS

Advanced Digital Animation Reader - Fall 2010 (present)
Help provide critique and support on Modeling/Rigging/Animation topics.

UCB Undergraduate Graphics Group (UCBUGG) instructional facilitator - 2008 - Present
Teach 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.