

JONATHAN LEE

Programmer — Filmmaker

University of Pennsylvania
Philadelphia, PA

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EDUCATION

University of Pennsylvania (Philadelphia, PA)
MSE Computer Graphics and Game Technology
August 2016 — May 2018 (anticipated)

- Penn SIGGRAPH Member
- Previous Courses: Intro to Computer Graphics, Computer Animation, 3D Modelling
- Dean's List (Fall 2012, Fall 2014, Spring 2015, Fall 2015)
- National Society of Collegiate Scholars, Undergraduate Society of Computer Scientists, Rutgers Animation Club, Intramural Basketball Captain (2012-2015)

Rutgers University (New Brunswick, NJ)
BS Computer Science
August 2012 — January 2016

SKILLS

Programming Languages C++, Python, Java

Design Software Maya, Photoshop, Illustrator, Premiere, After Effects

Web Technologies HTML/CSS, Flask, JSP, MySQL, WordPress

Interests

Current Courses

- Animation
- Film/VFX/Photography
- Graphic Design
- Advanced Rendering
- Advanced Topics in Computer Graphics
- Video I

RECENT PROJECTS

Mini-Minecraft - C++

- Implemented physics and terrain interaction (gravity, collision detection/interaction, raymarching for creating/destroying blocks)
- Allows first person, third person, and sandbox camera modes
- Implemented steering behaviors and animated a dance sequence for NPC cows and birds

Mini Maya - C++

- Parses OBJ files and draws onto the screen utilizing a half-edge mesh data structure
- Successfully subdivides meshes through Catmull-Clark subdivision
- Parses JSON files to allow rigging and skinning of skeletons onto the mesh
- Allows users to change weight influence on different joints

SteerLite Crowd Simulator - C++

- Fully functional crowd simulator that implemented A*, Social Forces, and GJK Collision Detection.
- Implemented concave polygon collision detection through
- Successfully achieved low scoring benchmarks on about 15 test cases

RU Studying — Python

- Finds empty classrooms during school hours for students to study in
- Parses JSON data provided by the Rutgers API

WORK EXPERIENCE

Walt Disney World Resort —
Quick Service Food & Beverage Cast Member
Disney College Program Participant
January 2016 — July 2016 (Orlando, FL)

- Performed excellent service and interaction to guests daily
- Maintained a well-stocked and “show” ready location
- Worked in a multifaceted team that served thousands of guests each day
- Successfully completed a course in Disney Leadership
- Demonstrated the Four Keys on multiple occasions

Today's Business —
Digital Developer Intern
May 2015 — August 2015 (Pine Brook, NJ)

- Maintained various web pages for different clients with WordPress
- Designed landing and Facebook pages for clients with Instapage and FalconSocial
- Generated SEO reports with Google Analytics