

PROJECT INTERESTS

Computer graphics, graphics application development, visualization of data, real-time and pre-rendered graphics, massively parallel graphics applications

SKILLS

C, C++, Python, Lua, PHP, Java, CUDA (*learning*), Linux shell scripting, L^AT_EX.

PROFESSIONAL EXPERIENCE

DreamWorks Animation, Redwood City, CA

Modeling Technical Director

June 2010 – present

Improved and maintained a large code base containing dozens of tools, scripts and applications used by the modeling department. Designed and developed a number of Python-based tools and interfaces for use in Maya. Addressed issues with the existing asset pipeline.

Research & Development, Lighting Team Intern

June 2010 – August 2010

Developed features for production-level tools in C++ and OpenGL. Created unit-tests, ran manual smoke tests and wrote extensive test reports on results and compiler performance. Worked in a large code base and handled multiple development workspaces simultaneously.

Yahoo! Corporation, Sunnyvale, CA

Intern & Contracted Developer

June 2009 – Winter 2009

Implemented PHP-based REST APIs and RSS feed systems for internal operations.

Sun Microsystems, Santa Clara, CA

Intern & Contracted Developer

June 2008 – December 2008

Designed and implemented an escalation management web application in java. Administrated and managed server hardware both physically and remotely.

CreateSpace, San Luis Obispo, CA

Software Developer

November 2006 – January 2008

Used SOAP messaging libraries to contact Amazon product databases for in-house applications.

EDUCATION

California Polytechnic University, San Luis Obispo, California

B.S./M.S of Computer Science

September 2006 – June 2011

- Thesis: "Point Based Color Bleeding With Volumes" (<http://github.com/cgibson/Thesis>)
- Advisors: Dr. Zoë J. Wood

RELATED ACADEMIA

-Distributed Systems
-Parallel Computing

-Graduate Computer Graphics
-Advanced Rendering

-Real-Time Graphics
-Graphics Animation

Cal Poly CUDA Class - Teaching Assistant

January 2011 – April 2011

- Designed and developed labs and lab resources for students
- Helped combine the ray tracing and CUDA class for three weeks

Cal Poly Game Development Club - President

November 2009 – June 2011

Cal Poly ACM - Corporate Liaison

September 2010 – June 2011

PROJECTS



Mr. Voxel (*Thesis*)
Voxel Rendering/Lighting Library
<http://github.com/cgibson/Mr-Voxel>

Haste
Massively Parallel CUDA Ray Tracer
<http://github.com/cphaste/haste>

REFERENCES

References available on request