

## PROJECT INTERESTS

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

## EDUCATION

**California Polytechnic University**, San Luis Obispo, California

*B.S./M.S of Computer Science*

**September 2006 – present**

- Accepted into blended “4+1” B.S + M.S Program in 2009
- Masters concentration in computer graphics
- Expected graduation date: June 2011
- Advisors: Dr. Zoë J. Wood

## PROFESSIONAL EXPERIENCE

**DreamWorks Animation**, Redwood City, CA

*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**

Designed, developed and released PHP-based REST APIs and RSS feed systems for internal operations. Continued work as contractor through WorkForceLogic, furthering REST API development.

**Sun Microsystems**, Santa Clara, CA

*Software Developer*

**June 2008 – September 2008**

Designed and implemented an escalation management web application using java web service libraries and frameworks. Administrated and managed server hardware both physically and remotely.

**CreateSpace**, San Luis Obispo, CA

*Software Developer*

**November 2006 – January 2008**

Worked in a number of areas within the server-side code base. Implemented code that used SOAP messaging libraries to contact Amazon product databases for in-house applications.

## RELATED ACADEMIA

-Distributed Systems  
-Parallel Computing  
-Real-Time Graphics

-Graduate Computer Graphics  
-Advanced Rendering Techniques  
-Graphics Animations

**Cal Poly CUDA Class**

*Teaching Assistant*

**January 2011 – present**

- 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 – present**

- Organized annual 48 hour “Global Game Jam” event at cal poly for the last two years
- Spoke on various topics on game design & development

**Cal Poly ACM**

*Corporate Liaison*

**September 2010 – present**

## 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>

## SKILLS

C, C++, Lua, PHP, Java, CUDA(*learning*), Python(*learning*), Linux shell scripting, L<sup>A</sup>T<sub>E</sub>X.

## REFERENCES

References available on request