

## PROJECT INTERESTS

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

## SKILLS

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

## PROFESSIONAL EXPERIENCE

### DreamWorks Animation, Redwood City, CA

*Modeling Technical Director*

**June 2011 – 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