Christopher Gibson

(925)330-3571
CGIBSON@MRVOXEL.COM
WWW.MRVOXEL.COM

PROJECT INTERESTS

Computer graphics, data visualization, autonomous vehicles, mapping, virtual reality, tool development, real-time and pre-rendered graphics

---

SKILLS

C++, Python, Java, Rust *(learning)*, Lua.

PROFESSIONAL EXPERIENCE

Zoox Inc, Foster City, CA

Engineering Manager **Sep 2018 – Present**

▷ Engineering Manager responsible for the development of the Road Network pipeline.
▷ Responsible for directing technical requirements road network format specification.
▷ Supervising content updates and tracking expansion of drivable geofences.
▷ Overseeing the development of in-house road network editor and validation software.

Software Developer **Feb 2016 – Sep 2018**

▷ Lead developer for the company's road network editor.
▷ Designed and developed a complex road network editing application.
▷ Implemented road network file format used throughout sim/driving pipeline.
▷ Developed graphics visualization libraries for sensor data and labeling tools.

Amazon Lab 126, Sunnyvale, CA

Software Developer **Sep 2014 – Feb 2016**

▷ Worked on the FireOS Frameworks team with a focus on graphics and performance.
▷ Debugged OS and 1st party application performance and stability issues.
▷ Developed and maintained metrics aggregation and heartbeat reporting for FireOS devices.

DreamWorks Animation, Redwood City, CA

Modeling Technical Director **June 2011 – Sep 2014**

▷ Maintained a large code base containing over 100 tools and scripts used by modeling dept.
▷ Designed and developed a number of Python-based tools and interfaces for use in Maya.
▷ Developed validation and conditioning processes for modeling pipeline.

Research & Development, Lighting Team Intern **June 2010 – Aug 2010**

Developed features for production-level tools in C++ and OpenGL.

Yahoo! Corporation, Sunnyvale, CA

Intern & Contracted Developer **June 2009 – Dec 2009**

Sun Microsystems, Santa Clara, CA

Intern & Contracted Developer **June 2008 – Dec 2008**

CreateSpace, San Luis Obispo, CA

Software Developer **Nov 2006 – Jan 2008**

EDUCATION

California Polytechnic University, San Luis Obispo, California

B.S/M.S of Computer Science **Sep 2006 – June 2011**

▷ Thesis: "Point Based Color Bleeding with Volumes" *(http://github.com/cgibson/Thesis)*
▷ Advisors: Dr. Zoë J. Wood