Vic Roberts

Email: victrobe@outlook.com
Website: vicr.github.io

Education:

- **Victoria University of Wellington, School of Engineering and Computer Science**
  - **B.Sc**. Computer Graphics(major) and Mathematics(minor)
    February 2019 – November 2021
  - **B.Sc.(Hons)** Computer Graphics
    February 2022- Present(Finishes June 2023)

Skills:

- **Languages:**
  Python, Java, C#, C/C++, GLSL/HLSL
- **APIs and Frameworks:**
  OpenGL, Unity, Git, CUDA, DEAP

Positions:

- **Research Assistant**
  February 2023 – Present, Computational Media Innovation Centre
  - Developing tools for identifying and extracting features of images to be used for an undisclosed project.
- **Summer Scholarship**
  November 2022 – February 2023, Computational Media Innovation Centre
  - Developed analysis framework in Unity to survey and evaluate performance of 6-dof scenes generated from 2D images.
- **Summer Scholarship**
  November 2021 – February 2022, Computational Media Innovation Centre
  - Researched background information about feather geometry generation and rendering, then summarised into a literature review.
  - Developed Autodesk Maya plug-in that generates feather structure with interactive parameters that update in real-time.
- **Tutor**
  July 2020 – November 2022, Victoria University of Wellington
  - Assisted lecturers with courses through supervising help-desks, supervising online forums, and marking.
  - Courses tutored:
  - CGRA151: First year introduction to computer graphics
  - CGRA251: Second year introduction to 3D graphics
  - NWEN241: Second year introduction to programming in C/C++ for network engineering
  - COMP261: Second year course covering algorithms and data structures
- **Research Assistant**
  November 2020 – February 2021, Victoria University of Wellington
  - Worked on Moth, an interpreter for programs written in the Grace language. Expanded interpreter to be able to compile Grace features.

Volunteer Work:

- **SPLASH 2022 Student Volunteer**
  December 2022
  - Collaborated with sessions' chairs, other student volunteers and conference organizing committee to ensure conference of 500 participants from around world went smoothly.
  - Helped set up technology to assist both offline and online participants and assisted with technical issues during talks.
  - Assisted with video editing for recorded sessions.
- **Pacific Graphics Student Volunteer**
  October 2021
  - Helped organisers with running the flagship conference of the Asia Graphics Association, which became virtual in 2021 due to COVID-19.
  - Supervised and coordinated online talks(both live and pre-recorded) as a session assistant
  - Supervised online information desk to help guide conference participants.

References available on request