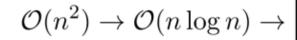
Bryce Summers





Idiosyncratic Designer | brycesummers.com | bs3363@nyu.edu | Brooklyn, NY

Languages & Frameworks
C++ | WebGL | JavaScript | etc

C++ | WebGL | JavaScript | etc Open Frameworks | Processing Three.is

Algorithm Design

Geometry | Graph Theory Rendering Computer Algebra Compilers Languages

Game Design

Board Games Digital Games

User Experience Design

User Testing Comparative Analysis Mindmap Sketching Axure

Professional Tools

Git Linux Trello

Fine Arts

Photography
Bassoon | Singing
Composition
Drawing

Experience

Bryce Summers Consulting, Brooklyn, NY

Principle | Summer 2016 – Present

- Designing a compiler for the Escher Animation programming language.
- Domino Traveling Salesman Problem for guiding a laser beam.
- Merging halfedge faces for scribble segmentation digital game.

Autodesk, San Francisco, CA

Tinkercad Developer Intern | Summer 2016

- Screen Space Constructive Solid Geometry Algorithm, saving up to \$30,000 each month.

Studio for Creative Inquiry, Carnegie Mellon University (CMU), Pittsburgh, PA

Research Assistant | Summer 2014 - May 2016

- Planar scribble to halfedge mesh algorithm.
- Boundary Subdivision Scheme called ofxButterfly for Augment Hand Series art project.
- Reduction from ofxPuppet to LAPACK linear algebra solver.

Introduction to Computer Graphics Course (15-462), CMU, Pittsburgh, PA

Teaching Assistant | Summer 2014 - May 2016

- Developed 2 $\!/$ 5 assignments with Keenan Crane on Geometry and Animation.
- Held weekly office hours, 2 review sessions, and private meetings with students.
- Contributed two final project options on Iterated Function Systems and 2D ray tracing.

Undergraduate Research Office, Carnegie Mellon University, Pittsburgh, PA

Summer Undergraduate Research Fellowship | Summer 2013

- Invented the Summers Computer Aided Mathematic Program (CAMP). Iterative Design, user testing, literature review, custom made visual rendering, data structures, and algorithms.

Education

MS Integrated Digital Media, New York University (Graduating in Spring 2018)

BS (with honors) Computer Science, Carnegie Mellon University (3.69 gpa, May 2016)