

Cameron Detig

Portfolio: <https://camerondetig.com/related-work/>

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EDUCATION

University of North Carolina at Charlotte

Charlotte, NC

2025 - 2026

- Master of Science in Computer Science - Concentration in AI

- Currently enrolled, GPA: 3.83
- SIGGRAPH Club Founder and President (not yet officially chartered)
- Selected Coursework: Computer Graphics, Generative AI, Machine Learning, Software Design

University of North Carolina Wilmington

Wilmington, NC

2017 - 2021

- Bachelor of Science in Computer Science - Concentration in Digital Arts
- Bachelor of Art in Film Studies

- GPA: 3.92
- Computer Science departmental scholarship recipient.
- Selected Coursework: 3D Computer Graphics, Software Engineering, Digital Visual Effects

SKILLS

Python, C++, JavaScript, Maya, Unreal Engine, Previsualization,
3D Graphics, Machine Learning, PyTorch, OpenGL, ShotGrid, Perforce, Git

EXPERIENCE

Generative AI Graduate Research Assistant / Teaching Assistant

Charlotte, NC

06/2025 - present

University of North Carolina at Charlotte - Computer Science Dept.

- Developing a pipeline in collaboration with developers at Honeywell using LLMs and Snowflake to interpret natural language questions into SQL queries.
- Assisting and leading class sections in the Design and Development of Generative AI Applications course. Presenting topics and developing course materials.

Previsualization Artist

Los Angeles, CA (Remote)

The Third Floor Inc.

Contract: 09/2021 - 02/2024, 07/2024 - 11/2024

- Animated previsualization sequences for high-profile shows, including *Ahsoka* and *Predator: Killer of Killers*; contributing to over 10 projects for clients including Lucasfilm, Marvel, and Netflix.
- 3D Animated, lit, and rendered previz shots in Unreal Engine and Maya.
- Developed Python tools and documentation to speed up workflows for the team.
- Retargeted motion capture onto character rigs and stitched performances together.
- Took sequences from start to finish, blocking characters, finding coverage, and creating edits.
- Trained colleagues on Unreal Engine when the company integrated it into its pipeline.

Immersive Media Computing REU Student Researcher

Atlanta, GA (Remote)

Georgia State University - Research Experience for Undergraduates Summer Program

06/2021 - 07/2021

- Developed a system for analyzing the movements of athletes to identify strenuous motions without the need for restrictive motion capture suits. Utilized recordings from the university's volumetric motion capture stage.
- Built a Blender addon using Python to extract the movement data and export it to OpenSim for analysis.
- Published research paper, "Kinematic Motion Analysis with Volumetric Motion Capture," in the 26th International Conference on Information Visualisation (IV), Vienna, Austria, 2022.
- Paper: <https://par.nsf.gov/servlets/purl/10423954> | Demonstration: <https://vimeo.com/579904746>
- Delivered a final poster presentation to fellow peers and researchers showcasing key project findings.

Undergraduate VR Research Assistant

Wilmington, NC

05/2019 - 11/2020

University of North Carolina Wilmington - Computer Science Dept.

- Developed a virtual reality experience deployed in classrooms to teach elementary schoolers about STEM careers by allowing them to virtually work as a sea turtle researcher.
- Collaborated with other students and Computer Science faculty members as part of the Virtual Access to STEM Careers team funded by the National Science Foundation.
- Utilized C# and SteamVR API in Unity for development.
- Paper: <https://ieeexplore.ieee.org/document/10478359>

VOLUNTEERING

SIGGRAPH Conference Student Volunteer

August 10-14, 2025

- Volunteered at the leading computer graphics conference, SIGGRAPH, in Vancouver.