Casey Manning

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caseymanning.github.io

EDUCATION

Stanford University 2020 - 2024

Major: Computer Science / Graphics. Courses include: CS148, CS248, CS221, ARTSTUDI 169

The Nueva School 2016 - 2020

EXPERIENCE

Meta Reality Labs JUNE 2022 - SEPTEMBER 2022

Software engineering intern, computational photography for XR products. Developed raw image processing pipeline, created image dehazing system and creative photo editing effects.

Stanford Virtual Human Interaction Lab AUGUST 2021 - SEPTEMBER 2022

Worked as a VR developer creating 3D environments for holding virtual discussion sections. Led development of Oculus Quest port in Unity of experience showcasing lab research via interactive demos.

Temple Allen Industries MARCH 2021 - JUNE 2021

Developed a web app for remote control and monitoring of robotic systems. Worked on computer vision systems to control robot motion planning. Created web visualizer and data analytics to show real time abrasion patterns.

Playground Global JUNE 2019 - AUGUST 2019

Set up and programmed robotic arm to autonomously cook omelets. Designed and trained computer vision system to control the cooking routine. Designed and built iOS app and database for custom omelet orders.

Introductory Programming Teacher APRIL 2017 - FEBRUARY 2022

Taught students 9 – 14 years old using custom curriculum ranging from basic computer science in Scratch to AP CS and beyond. Guided students through making 3D games, networked chat apps, and image manipulation programs.

FRC Robotics SEPTEMBER 2016 - 2020

Taught Java / OOP; worked on computer vision, autonomous robot control, and automatic camera calibration.

PROJECTS

Stanford XR SEPTEMBER 2021 - PRESENT

VP of Projects. Participated in Immerse XR bootcamp program. Worked in a team to create an AR art application for making collaborative 3D virtual murals.

Game Development

Created a variety of 2D & 3D games, available at https://spaaace.itch.io/

3D Modeling in Blender

3D modeling, rendering, and animation projects: https://caseymanning.github.io/#artwork

SKILLS

Unity   C++   Java   JavaScript   Python   Robotics   3D Modeling [Blender & Fusion 360]   GLSL   Swift   C#