Dimitar Petkov Dinev

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My research interests include numerical integration, simulation of deformable solids, and physics-based animation.

Education:

University of Utah, Salt Lake City, Utah, USA (January 2016-Present)
- PhD in Computer Science
- Relevant Coursework: Physics-Based Animation, Interactive Computer Graphics, Optimization

Columbia University in the City of New York, New York, USA (September 2013-December 2014)
- Master of Science in Computer Science (3.53 GPA)
- Relevant Coursework: Adv. Computer Graphics, GPU Computing, Digital Geometry Processing, Graph Theory, Computer Animation

University of Florida, Gainesville, Florida, USA (August 2008-May 2013)
- Bachelor of Science in Computer Engineering, Cum Laude (3.57 GPA)
- Relevant Coursework: Data Structures and Algorithms, Operating Systems, Integrated Product and Process Design

Ritsumeikan University, Kyoto, Japan (September 2012-August 2013)
- Study In Kyoto Program Graduate (1 Year Study Abroad)

Work Experience:

The Walt Disney Company, Seattle, Washington, USA (June 2014-January 2016)
- Started off as a summer internship and came back to work full time. Worked on Playmation: an interactive new play experience by combining wearable technology with smart toys. Contributed to a complex networked system, mostly written in C/C++ with some Lua.

Lockheed Martin Global Training and Logistics, Orlando, Florida, USA (May 2011-July 2011)
- Summer internship, required security clearance. Worked with a team of engineers to build a vehicle simulator written in Ada for use in military training. Debugged separate modules (including audio and video) as well as overall system bugs.

Imperx, Inc, Boca Raton, Florida, USA (July 2010-August 2010)
- Summer internship. Worked on serial device driver development on Linux for the company's industrial cameras.
- Worked in parallel with a mentor to implement a PCI-Express driver. Involved very heavy kernel-space low-level C.

Research Experience:

Disney Research Zürich (June 2017-September 2017)
- Worked with senior researchers on a project involving physics-based deformable bodies simulations.

University of Utah (January 2016-Present)
- PhD student working on physics-based animation, particularly numerical integration.

Columbia University Computer Graphics and User Interface Lab (Sept. 2013-Dec. 2013, Sept. 2014-Dec. 2014)
- Worked on a variety of research project in the field of augmented reality. First project involved using Google Glass to as an augmented reality user interface and building sample applications in Unity3D.
- Second research project involved the creation of 3D meshes based on scanning real objects using a variety of sensors and approaches, both real-time and offline. Mainly used Microsoft Kinect API's and Skanect.

Skills:

- <u>Software Used:</u> Unity3D, Skanect, Visual Studio, Eclipse (w/ Android SDK), Altera Quartus, MATLAB.
- <u>Programming Languages:</u> C/C++, Python, OpenGL, CUDA, C#, Java, VHDL, Ada.
- <u>Human Languages:</u> English, Bulgarian, and Japanese fluency.