

Eric Matthew Knapik

Permanent:

14191 Auburn Rd
Newbury, Ohio 44065

440-622-9825
eric11mk@gmail.com
www.linkedin.com/in/eknapik
github.com/EKnapik

Objective:

Obtain an internship in fall of 2016 or spring 2017 with the prospect of fulltime in the field of computer graphics.

Education:

Rochester Institute of Technology

GPA: 3.7/4.0

Bachelors of Science in Computer Science

- Software Engineering
- Computer Science Theory
- Global Illumination
- Concepts of Computer Systems

Expected Graduation 2017

- Analysis of Algorithms
- Computer Graphics
- Multivariable and Vector Calculus
- Advanced Linear Algebra

Work Experience:

Software Engineer at Apple

(June 2016 – Aug. 2016)

- Working on the iCloud team during the summer of 2016

Software Engineer at Exablox

(June 2015 – Dec. 2015)

- Used Natural Language Processing to identify and extract copyright notice and license information from packages.
- Devised a system that would search through all the opensource packages currently in use to find and extract legal notice information.

Supplemental Instruction Leader for Computer Science 1

(Fall 2014)

- Facilitated peer to peer study groups for the early development of critical computer science fundamentals.
- Empower students into proper study habits and programming skills.

Skills:

- OpenGL and GLSL
- C and C++
- Java
- Python
- Go
- Ray Tracing
- C#
- Linux, OSX, and Windows
- Natural Language Processing

Projects:

Lighthouse Shader (<https://www.shadertoy.com/view/MISXRz>)

- Raytracer using glsl fragment shader.
- Uses fractal brownian motion for realistic water, bidirectional reflectance distribution function for lighting and distance functions in scene objects.

OpenSource Copyright Extraction (<https://github.com/EKnapik/license-extract>)

- Uses machine learning to tag parts of speech then using regular expressions and a DFA determines which comments in source code are copyright notices and then extracts them.

Matrix Math Library (<https://github.com/EKnapik/MatrixLib>)

- C library to perform matrix and vector operations such as multiplication, addition, projection and OpenGL necessary operations for matrix orientation.

Awards:

- Computer Science House Member
- RIT Dean's List
- Eagle Scout and member of the Order of the Arrow (honor society)