

Joel Gross

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Pasadena, California
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Work Experience

DreamWorks Animation

OCT 2015 — PRESENT • SOFTWARE ENGINEER - SHADING R&D
Part of a team responsible for developing and maintaining DreamWorks' proprietary shaders as well as assisting artists in applying them to movies currently in production. Examples include eyes, feathers, fur, and hair.

Projects

Snow Simulation

SPRING 2015

Written from scratch using CUDA, C++, and OpenGL with a partner. Simulates snow with realistic fracture using the MPM technique. Based on Disney's "The material point method for Snow Simulation" research paper which details the method used in the movie "Frozen".

Fluid Simulation

FALL 2014 — SPRING 2015

Written from scratch using CUDA, C++, and OpenGL. Simulates fluid and foam particles with realistic motion in real-time. Implemented many different research papers resulting in a framework capable of running 50k fluid particles and up to 500k foam particles at 10-15 fps. The main resource for the fluid physics is "Position Based Fluids" (Macklin 2013). Extended this framework to support cloth-fluid interaction.

Deferred Rendering Engine

SPRING 2015

Developed a 3D puzzle-action game using C++ and OpenGL in a team of 6. Team leader and personally responsible for developing the deferred renderer used in the game. Features include screen-space ambient occlusion, point light & directional light shadow mapping, and light volumes.

Thermo

FALL 2014

Developed a puzzle-platformer using Actionscript 3 in a team of 6. Personally responsible for game direction, gameplay programming, and art. Played by over 50k people across Newgrounds and Kongregate. Featured as a top game on Jayisgames.com.

Education

Cornell University — GPA: 3.78

FALL 2014 — SPRING 2015

Graduate School
M.Eng — Computer Science

SUNY Binghamton University — GPA: 3.67

FALL 2011 — SPRING 2014
GRADUATED IN 3 YEARS

Watson School of Engineering
BS — Computer Science

Harpur College of Arts & Sciences
BS — Economics

Skills

Programming

Java • FLUENT, 6 YEARS
C++ • FLUENT, 5 YEARS
C • FLUENT, 5 YEARS
Python • FAMILIAR, 4 YEARS
C# • PROFICIENT, 1 YEARS
Actionscript 3 • PROFICIENT, 1 YEAR

Design

Adobe Photoshop • FLUENT, 10 YEARS
Adobe Flash • PROFICIENT, 4 YEARS

Tools & Platforms

Linux
Microsoft Windows
CUDA
OpenGL/GLSL
Unity
Unreal Engine 4
LibGDX
Git

Honors

Academic Honors

Watson School of Engineering
CUM LAUDE

Harpur College of Arts & Sciences
CUM LAUDE

Dean's List • SPRING 2012, FALL 2012,
SPRING 2013, FALL 2013