



Jacob Young

Computer Vision and Graphics

I apply design thinking and creative problem solving in developing immersive technologies to transform the challenges of today into the solutions of tomorrow.

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[LinkedIn Profile](#) | <https://www.jacobyong.io/> | <https://github.com/JacobYoung115>

Skills

Technical

- Computer Vision
- Computer Graphics
- Machine Learning (Supervised)
- Deep Learning
- Image Processing
- OpenCV
- OpenGL
- Open3D
- OpenCL
- CUDA
- C++ / C#
- Python / NumPy / SciPy
- TensorFlow / PyTorch
- GLSL / HLSL
- Localization / Mapping (SLAM)
- Tracking / Recognition
- AR / VR
- Linux

Professional

- Creativity
- Teamwork
- Excellent Communication Skills (Written and Verbal)
- Leadership
- Entrepreneurship
- Research Skills
- Autodidact / Self-starter

Awards

- Grow with Google Scholarship: Mobile Web Specialist
- Winner of the Digital Methods Initiative Summer School 2021 "Best start-up" for tackling the spread of fake news
- Runner-up at DeepHack: Open BIM Hackathon
- Co-founder of OU Virtual Reality Association, Spring 2017
- President's Honor roll for 2 years
- Dean's Honor roll for 4 years

Interests

Artist, avid gamer, rock climber, fencer and traveler, who enjoys talking about ideas and creating things.

Languages

English - Native Language
French - B1*

Experience

Interplay Learning | Software Engineer (Virtual Reality)

July 2019 - January 2020, Austin, Texas - USA

- Created a virtual robot which tested training simulations in VR.
- Developed programs which communicate between multiple cloud servers to automatically retrieve, test and report training simulation conditions after each update.

Rooster Teeth Productions | Quality Assurance Technical Artist

July 2018 - July 2019, Austin, Texas - USA

- Automated workflow processes for artists using Python and managed a render farm of 200+ computers for the animated series RWBY and Gen:Lock.
- Collaborated with multiple engineering teams of software application companies (SideFX, Autodesk, etc) to resolve studio wide challenges.
- Wrote Python scripts to maintain pipeline stability and debug existing and experimental technologies (3D applications, renderers, etc).

Projects

HartSight | Founder

September 2020 - Present

- Start-up that applies augmented reality to fashion to solve sustainability and cost issues of online shopping returns.
- SaaS which enables users to measure their bodies with a smartphone.
- An ecosystem which links users' body measurement data to online fashion retailers enabling a seamless shopping experience for users while reducing returns for businesses.

WebVR Art Gallery | Developer

January 2018 - April 2018

- Realtime, highly optimized virtual reality web art gallery for mobile web built with A-Frame.
- Features multiple digital works including photography, VR sculpture (Tilt Brush and Oculus Medium), 3D models, photogrammetry and code art.
- Url: [jacobyong.io/gallery](https://www.jacobyong.io/gallery)

Education

Aalto University | MSc Computer Vision and Machine Learning

September 2021 - June 2022, Espoo - Finland

Focus on 3D reconstruction, recognition and object detection. Second year of the European Institute of Technology (EIT) Digital dual degree master's program with a minor in entrepreneurship.

Sorbonne Université | MSc Visual Computing and Telecom.

September 2020 - June 2021, Paris - France

Visual computing, computer graphics and cloud networks engineering. First year of the European Institute of Technology (EIT) Digital dual degree master's program.

University of Oklahoma | BFA in Art and Technology

August 2013 - May 2017, Norman, Oklahoma - USA

Emphasis on 3D graphics, user experience and game design. Graduated Cum Laude.