Elijah Zulu

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EDUCATION

Columbia University   New York, NY
C.P Davis Scholar | B.S in Computer Science   *Sep 2019 – May 2023*

WORK EXPERIENCE

Undergraduate Research Assistant   June 2020 – Present
Columbia University - Graphics and User Interfaces Lab   *New York, NY*
- Working under the Graphics lab to implement GNSS/SLAM approach to navigation using Augmented Reality
- Acted as one of the leads in developing an object recognition pipeline for Columbia Space Initiative's NASA SUITS challenge

Undergraduate Teaching Assistant   Jun. 2020 – Aug. 2020
Columbia University: School of Engineering and Applied Science   *New York, NY*
- Assisted in the teaching of an Introductory Robotics course
- Organized and Co-Taught an elective course focusing on the creative applications of technology
- Mentored high-school students preparing for college and careers in engineering

Video Editor   Sep. 2019 – Present
Columbia University Picker Center Digital Education Group   *New York, NY*
- Worked in the post production of a Climate Change documentary for the UNDP (United Nations Development Programme)
- Developed video "looks" for a variety of Columbia Affiliated and Non Affiliated clients
- Developed content for a MOOC (Massive Open Online Course) about using video case studies for education in Columbia's EMPA Program
- Ensured video resource servers kept running during the COVID-19 pandemic as everyone shifted to remote work

Animation and Motion Graphics Artist   Nov. 2018 – Jul. 2019
Zambian Institute for Sustainable Development - Media   *Lusaka, Zambia*
- Completed design, compositing and animation for over 100 shots for an upcoming TV Show
- Collaborated with artists developing looks for music videos

PROJECTS

National Museum A.R Tour | *C#, Unity3D, Vuforia SDK, EasyAR SDK*   June 2018 – Present
- Developed an interactive Augmented Reality tour app for the Lusaka National Museum
- Worked with the Smithsonian Digitization Program to provide access to 3D models through the app
- Introduced the Museum to a newer, more tech savvy, generation increasing museum foot traffic

Spark AR | *SparkAR, Javascript, Texture Mapping, 3D Modelling and Animation*   October 2019 – Present
- Facebook SparkAR developer for the Instagram platform
- Regular contributor to the SparkAR community
- Garnered over 100K organic impressions
- Collaborated with other artist and creators to bring a new level of engagement between them and their audience using Augmented Reality

TECHNICAL SKILLS

Languages: C#, C/C++, Java, Python, JavaScript, HTML/CSS
Developer Tools: Google Cloud Platform, Git, VS Code, Visual Studio, Bash
Design Skills: Adobe Creative Cloud, 3D Animation, 3D Modelling and Texturing, Motion Graphics, WordPress
Libraries: OpenCV, NumPy, Matplotlib, pandas