

➡ experience

Software Engineer Intern **Pixar Animation Studios** September 2020 - November 2020

- Shading Studio Tools Team. Fixed bugs and developed new features to enhance the color picker in their proprietary Presto framework using C++ and Qt. Designed and implemented new system for the picker's internal color data management and closely collaborated with colleagues.
- Worked in an agile development cycle and participated in code reviews.

Technical Director Intern **Blue Sky Studios** June 2019 - August 2019

- Production Technology for *Nimona* (2022). Wrote tools and software for artists, attended meetings with artists to collaborate in developing workflows and features.
- Developed C++ RenderMan plugins to achieve art director's desired look of the film. Final project involved writing novel stylized art-directable rim-light shader.
- Leveraged technologies within Houdini such as VEX, Solaris, and PDG to create HDAs to improve the fur retargeting pipeline as well as local rendering.

Pipeline Technician **Texas A&M Visualization Lab** August 2018 - May 2020

- Maintained the computer animation pipeline and provided tech support for the Viz Lab, held office hours 5 days a week.
- Developed Python tool in Maya to easily set up optimal render settings for renderfarm usage, vastly lowering the amount of help tickets submitted relating to render settings issues.

Software Engineer Intern **LIVE Lab** October 2017 - August 2018

- Wrote gameplay and UI code for shipped titles *ARTe: Hemut* and *ARTe: Lumiere*.
- Worked in C# and Unity to create a procedural game-board system, allowing game designers to quickly iterate through various board setups while maintaining functionality.

➡ skills

Languages: C++, Python, C#, GLSL/HLSL, VEX

Software: Houdini, RenderMan, Unity, Maya, Git

OS: Linux, Windows, macOS

➡ education

B.S. Computer Science & Mathematics, **Texas A&M University** May 2020

- **Thesis:** A Deep Learning Method for Denoising Monte Carlo Renders for VR Applications
 - Graduated cum laude
 - Vice President of ACM SIGGRAPH Chapter (Fall 2019), Industry Chair of Giga Jam (Spring 2019/20), Computer Science Honors Program, University Research Scholars Program, Engineering Honors, Dean's List, IAP 2019 Scholarship, Capital One 2020 Scholarship
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