AKSEL TAYLAN

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EDUCATION

B.S., Computer Science
Minor in Mathematics
Texas A&M University
3.6/4.0 GPA
Expected May 2020

Coursework: Computer Graphics, Data Structures & Algorithms, Physically Based Modeling & Animation, Linear Algebra, Computer Systems, Differential Geometry of Curves & Surfaces

SKILLS

Languages: C++, Python, C#, VEX, Java, GLSL

Software: Houdini, Unity, RenderMan, Maya, Photoshop, Git

OS: Linux, Windows

Areas: Graphics Programming, Pipeline Tools Engineering, Game Development

Interests: Computer Animation, writing, music, tennis, basketball, data analysis, Turkish food, Nintendo games

ACCOLADES

Industrial Affiliates Program Computer Science Scholarship Recipient 2018-20

Recognized as a Distinguished Student & UG Research Scholar by Texas A&M College of Engineering

Member of the Engineering Honors Program & ACE Scholar - Computer Science Honors Program

Vice President of TAMU ACM SIGGRAPH Chapter (Fall 2019), Industry Relations Officer (Spring 2019)

Part of team that won "Most Creative Project" at Blue Sky's 2019 Internal Hackathon

EXPERIENCE

Blue Sky Studios   *Technical Director Intern, Production Technology*
GREENWICH, CT | SUMMER 2019

Developed software and tools for the feature film *Nimona.* Worked closely with artists to deliver technical solutions to show-specific problems. Completed projects for several departments such as fur, layout, lighting, and shading/look development. Utilized Python, VEX, Houdini, C++, RenderMan, and Maya.

Texas A&M Computer Science Dept   *Undergraduate Research Assistant*
COLLEGE STATION, TX | MAY 2019 - PRESENT

Working with Dr. Nima Kalantari on developing a denoising algorithm that uses convolutional neural networks (CNNs) to improve quality of stereoscopic images for VR applications by a factor of two.

Texas A&M Visualization Lab   *Pipeline Developer*
COLLEGE STATION, TX | AUGUST 2018 – PRESENT

Maintain and implement functionality to the computer animation pipeline of the Visualization department. Providing tech support for over 400 students and faculty. Occasionally, write Maya and Houdini tools to assist students with film/game projects.

Learning Interactive Viz. Experience Lab   *Software Engineer Intern*
COLLEGE STATION, TX | NOV. 2017 – AUGUST 2018

Employed graph-based node tool to make it easy for game designers to design and modify the token world for shipped title *ARTe: Hemut*. Wrote file hierarchy system for a mini-game UI framework to make it scalable and simple for developers to add new mini-games in the future.

PROJECTS

Ray Tracer   *C++, OpenGL*
Ray tracer supporting spheres and planes. Includes reflection, refraction, anti-aliasing, shadows, and Phong shading/lighting.

AI Crowd Simulation   *C#, Unity*
Utilized behavior tree data structure to control thousands of 3D human agents to act as a real-life crowd. Includes agent-to-agent interaction and collision detection.