aksel taylan

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➥ experience

Software Engineer Intern   **Pixar Animation Studios**   Fall 2020
- Look Development Studio Tools Team. Postponed from summer 2020 to fall 2020 due to COVID-19.

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.

Software Engineer Intern   **LIVE Lab**   June 2020 - September 2020
- 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.
- Participated in an agile development cycle, weekly code reviews, and conducted research on various aspects of video game development, particularly multiplayer games.

➥ skills

Languages: C++, Python, C#, GLSL/HLSL, VEX
Software: Houdini, RenderMan, Unity, USD, Maya, Git
OS: Linux, Windows, macOS
Areas: Tool development for artists, graphics programming

➥ 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

➥ interests

photography, music, writing, math, tennis, basketball, football, video games