# AKSEL TAYLAN

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## EDUCATION

B.S., Computer Science, Minor in Math | **Texas A&M University** | *Expected May 2020*
- *GPA*: 3.6/4.0
- *Awards/Honors*: Industrial Affiliates Program Computer Science Scholarship Recipient 2018-19, Distinguished Student, Engineering Honors, ACE Scholar
- *Activities*: ACM SIGGRAPH Chapter, SIGGRAPH Volunteer 2017-18, TAMUHack, Graphics Research Group, Math & Physics Peer Tutor

## EXPERIENCE

**Visualization Pipeline Developer** | *Texas A&M University* | Aug. 2018 – Present
- Implementing new functionality with the computer animation pipeline of the Visualization department through its Linux framework. Providing tech support with the render farm/scene optimization issues for over 400 students and faculty.
- Develop Maya and Houdini tools to assist students on film/game projects.

**Software Engineer Intern** | *Learning Interactive Viz. Experience Lab* | Nov. 2017 – Aug. 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.

## SKILLS

**Languages:** C++, C#, Python, Java
**Frameworks/OS:** OpenGL, Git, LINUX/UNIX
**Software:** Houdini, Unity, Maya, Visual Studio, Adobe Photoshop
**Relevant Coursework:** Computer Graphics (Honors), Data Structures and Algorithms (Honors), Computer Organization, Discrete Structures for Computing, Linear Algebra

## PROJECTS

**Ray Tracer** | *C++, OpenGL* | https://github.com/akseltaylan/raytracer
- A one-file ray tracer that includes phong shading/lighting, shadows, reflections, refractions, and anti-aliasing

**Honey Bomb** | *Unity, C#* | https://github.com/akseltaylan/honeybomb
- A 3D first-person exploration game developed in under 48 hours. Artificial intelligence controlling the enemy bees is done with a pathfinding algorithm.

## INTERESTS
*tennis • creative writing • basketball • photography • digital art • alt music • data analysis*