Lushe Shipkov

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Work Experience

SOuP-dev - Junior Developer

December 2020 - Present

- Working on creating/updating tool sets that augment and expand Autodesk Maya's current capabilities in the context of a flexible, procedural pipeline, with the overall goal of improving efficiency by minimizing the need to write code during production.
- Utilizing the Maya C++ API to implement new procedural methods for the SOuP plugin, including a smooth skin decomposition solver that converts animated mesh sequences into weighted skin clusters and joints for portability to game engines.
- Tackling a backlog of needed bug fixes and feature updates, ranging from UI layout redesign using MEL to expanding existing functionality to account for more general use cases.

Mathnasium - Math Tutor

October 2016 - March 2017

- Taught students from K-12 a variety of math topics based on their assigned Mathnasium curriculum.
- Assisted students with any math-related homework they were assigned at school.

Skills

- CAD/CAM: CATIA v5, Autodesk Fusion 360, Solidworks.
- Programming Languages: C#, C++, Python, MATLAB.
- Game Engines: Unity Engine (+API), Unreal Engine (+BluePrints)
- Other: Autodesk Maya, OpenGL, WebGL, Simplify3D, ANSYS, Version Control (git), 3D Printing.

Personal Projects

- Modular Plug-in-Based Framework.
- 2D Airfoil Flow Modeling and Simulation - Navier Stokes Solve.
- Potential Flow Visualization.
- 3D-Printed RC Airplane.
- 2D Arbitrary Shape Modeler.
- Character Renderer Library.

Education

University of California, Los Angeles; 3.852 GPA - Aerospace Engineering

September 2019 - Present

Extracurriculars

3D4E - Board Member

December 2019 - Present

Club board member. Help lead the flight team in designing and building an RC 3D-printed airplane.