

Work Experience

<b>Activision Blizzard – Central Tech</b> <b>Software Engineer</b> <ul style="list-style-type: none"><li>Developed tools to automate data processing for Motion Capture, Photogrammetry and Lightstage facial scans which enabled our team to improve throughput and scale to simultaneously support over 5 Microsoft developers on AAA franchises such as Call of Duty.</li><li>Collaborated with R&amp;D engineers and technical artists to integrate cutting-edge techniques into production pipeline to eliminate third party vendors, enabling higher-fidelity captures and reduce manual work that could be mitigated with machine learning.</li></ul>	Los Angeles CA, USA July 2023 – Present
<b>Purdue University</b> <b>Graduate Research Assistant</b> <ul style="list-style-type: none"><li>Prototyped real-time device-level protection in Android Studio to detect flashing/strobing visual patterns, enhancing digital safety for users with photosensitive epilepsy or migraines.</li><li>Created AI-driven emotionally intelligent avatars for STEM education videos, increasing engagement and retention among K–12 students.</li></ul>	West Lafayette IN, USA August 2019 – 2023
<b>The Monk Studio</b> <b>Pipeline Technical Director</b> <ul style="list-style-type: none"><li>Built a standalone PyQt + SQL tool that established the studio's 2D pipeline, streamlining workflows across 5 departments and 120 artists. Reduced manual tasks, improved cross-functional communication, optimized server space usage, and enforced consistent asset quality.</li><li>Automated tasks in Toon Boom Harmony, Maya, and RV through custom scripts, saving artists hours per week and reducing errors. Improved the production tracking website to streamline pipeline visibility.</li></ul>	Bangkok, Thailand August 2019 – 2023
<b>Nickelodeon</b> <b>Animation Engineer</b> <ul style="list-style-type: none"><li>Created archiving and delivery ingest tools that integrated with the studio pipeline, allowing multiple departments to access and repurpose archived assets for future shows.</li></ul>	Los Angeles CA, USA June 2018 – 2019

Education

<b>Purdue University</b> <b>Masters of Science – Computer Graphics Technology (GPA: 4.0)</b> Relevant Courses: Advanced Computer Graphics, Advance Real-Time Computer Graphics, Compute Shader, Linear Algebra, AI in Graphics, Deep Learning, Games Development	West Lafayette IN, USA August 2021 – June 2023
<b>Rhode Island School of Design</b> <b>Bachelors of Fine Arts – Film Animation and Video, Concentration in Computation (GPA: 3.78)</b> Relevant Courses: Introduction to Object-Oriented Programming, Data Structure and Algorithm	Providence RI, USA August 2014 – June 2018

Skills

Language:	Python, C++, HTML, CSS, JS
Frameworks/Libraries:	OpenGL, PyTorch, Qt/PyQt, FFMPEG
Tools:	Git, Jira, Perforce
Games/Animation:	Autodesk Maya, Adobe Creative Suite, Unreal, Houdini, Toonboom Harmony
Interests:	Ultimate frisbee, Thai boxing, Tennis, Ice-cream, Chocolate

Volunteer Experience

<b>STEM Advantage</b> <b>Mentor</b> Provided career guidance for first generation STEM students.	January 2024 – Present
<b>ACM SIGGRAPH</b> <b>S3 Mentor, Team Leader, SV Production, XSV, Student Volunteer</b> Served in many roles for a computer graphics conference with over 14,000 international attendees, including mentoring students, managing and training volunteers, operated cameras and edited daily promotional videos with over 1k views, and collaborated with industry leaders to deliver panels showcasing behind-the-scenes work.	July 2019 – Present